3 GUIDES INSIDE **Star Wars, Harry Potter,** Kirby's Epic Yarn

TIPS & TRICKS VIDEO GAME CODEBOOK

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STAR WARS® THE FORCE UNLEASHED II

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HARRY POTTER AND THE DEATHLY HALLOWS: PART 1
Conjure Your Patronus

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This is Chris, hardcore gamer. He's been playing video games ever since he could grip a controller. When he was growing up, his parents used the ESRB ratings to decide what games his kids play – he just doesn't know it yet.
One day he'll use the ratings to choose the games that were right for him.
MATURE 17+
M
CONTENT RATED BY ESRB
HELLO
my name is
Chris

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Mario Sports Mix, *Final Fantasy XIV* and *Street Fighter X Tekken* are among the many games featured in this issue's preview section. See the games you'll be playing in 2011!

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Our 17-page strategy guide will show you the exact locations of all the treasure items, give you tips on how to beat all the bosses and explain how to unlock all the levels!

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Did you miss the issue with the top half of our free *Ace Attorney* wall poster? Here's where you can score a copy and have it delivered to your home.

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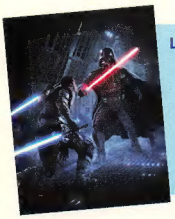
This issue's collection of 100% tested cheat codes, passwords and unlockables includes the latest tips for six different game systems. Check out our *PokéPark Wii* codes!



Look for your FREE two-sided poster in the center of the magazine—just bend the staples back to pull it out cleanly. This month's poster features *Star Wars: The Force Unleashed II* on one side. The other side has the bottom half of a giant *Ace Attorney* poster. (The top half was in our November 2010 issue; if you missed it, you can order a back issue with the form on Page 35.)

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Select Game Previews

Street Fighter X Tekken

Publisher: Capcom
In Stores: 2011

Ryu vs. Kazuya! Chun-Li vs. Nina! At long last, the cast of Capcom's *Street Fighter* series will be able to test their mettle against the fighters of Namco's *Tekken* legacy. The game will be built on the *Street Fighter IV* engine, with 2-D action in 3-D environments. New features include tag-team combat, allowing players to bring in a second character for assist attacks. And just as Capcom's crossover with SNK yielded one game from each company, Namco will also be producing its own version of this historic team-up, to be titled *Tekken X Street Fighter*.

Michael Jackson: The Experience

Publisher: Ubisoft
In Stores: 2011

Wii PS3 3DS PSP

Michael Jackson's previous video-game appearances found him battling gangsters, rescuing children, handing out space pilot licenses and boxing with Bill Clinton. But in Ubisoft's new tribute to the "King of Pop," your only concerns are to sing and to dance. As you perform in your living room to the accompaniment of hits like "Beat It" and "Billie Jean," the console versions of *Michael Jackson: The Experience* will track your movements through the use of the Wii Remote, PlayStation Move controller or Kinect sensor for Xbox 360 and reproduce them on the screen and on the stage (the handheld versions are expected to use traditional button controls).

My Garden

Publisher: Electronic Arts
In Stores: 2nd Quarter 2011

3DS

The release of EA's *My Garden* is expected to coincide with the debut of Nintendo's new glasses-free 3-D handheld system, the 3DS. It's a gardening simulation in which you are assisted by Tanuki, a Japanese raccoon dog with magical powers. Arranging your flowers a certain way will unlock new items to use and attract visitors like butterflies and birds. You can also whistle into the 3DS microphone to summon certain species, or chase away undesirable creatures by shaking the 3DS. Once you've built a beautiful garden, you can take three-dimensional photos of your arrangements and share them with friends.

Captain America: Super Soldier

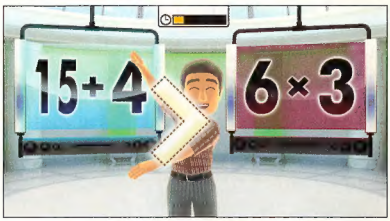
Publisher: Sega
In Stores: 2011

Created by Joe Simon and Jack Kirby, Captain America became one of Marvel Comics' legendary superheroes 20 years before the company even adopted the Marvel name. Just as the producers of the upcoming *Captain America* film wisely chose to make it a period piece, Sega's *Captain America: Super Soldier* video game is set in the time of World War II. With a story by Marvel writer Christos Gage, the game follows Cap as he battles Arnim Zola and the nefarious Red Skull. His legendary shield has multiple uses—you can use it to deflect bullets, throw it at enemies and even jam it between bricks to help you scale the walls of the HYDRA forces' castle headquarters.

Body and Brain Connection

Publisher: Namco Bandai
In Stores: 1st Quarter 2011

The controller-free *Body and Brain Connection* is being developed exclusively for Xbox 360s equipped with the Kinect sensor. The game's teachings come from noted Japanese neuroscientist Dr. Ryuta Kawashima, who also appears onscreen (yes, it's the same Dr. Kawashima from Nintendo's *Brain Age* series). It combines mental exercises with physical activities, as players answer questions and sort data by using their reflexes to manipulate their Xbox 360 avatars. Up to four friends or family members can flex their cerebral cortexes in multiplayer mode, with the game tracking and charting players' progress daily.



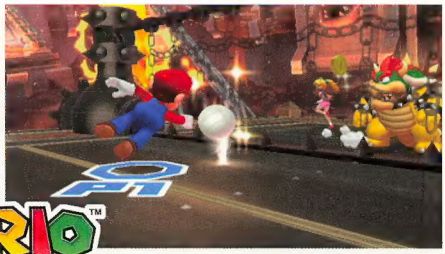
BRAIN FITNESS TEST
OFFICIAL TEST
Only the first result of the day will be recorded. Keep it up every day to track your progress.

Mario Sports Mix

Publisher: Nintendo
In Stores: 2011

Wii

Ever since Mario and Donkey Kong faced off in *Donkey Kong Hockey* (a 1984 Game & Watch handheld), Nintendo has successfully inserted its familiar characters into nearly every popular sporting event. *Mario Sports Mix* includes four different games on a single Wii disc (basketball, dodgeball, volleyball and ice hockey), with an all-star cast participating in each sport. Real-life rules apply—for the most part—but the games are also enhanced with bonus coins, special moves and power-up items that can boost your abilities or handicap your opponents. Each sport supports three-player cooperative play or two-on-two action for four players.

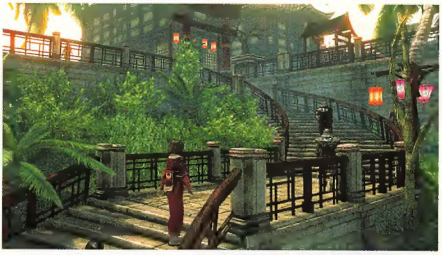


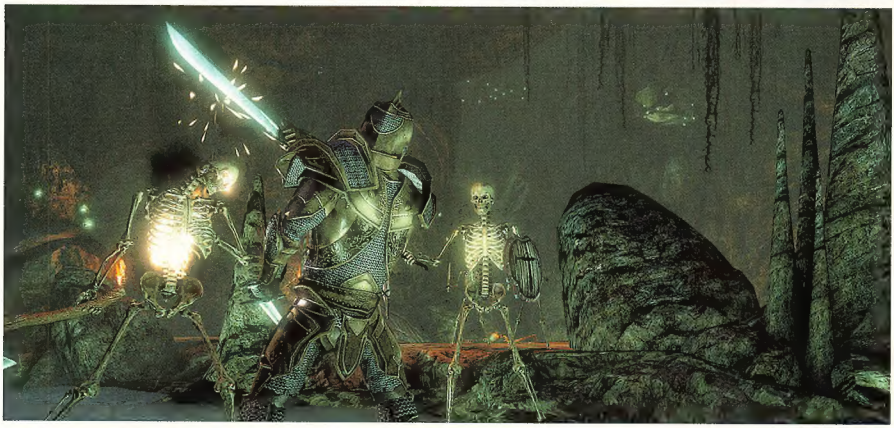
MARIO™ SPORTS MIX

Two Worlds II

Publisher: SouthPeak Games
In Stores: January

Role-playing games need interesting stories and memorable characters, and *Two Worlds II* will surely have both. But developers TopWare Interactive and Reality Pump have put their greatest effort into the game's dazzling graphics and atmospheric environments—and if these screen shots are any indication, they are indeed bursting at the seams with amazing detail. In addition to the vast forests and bustling cities above ground, the world of Antaloor also encompasses unexplored dungeons and miles of ancient underground catacombs.





Ys: The Oath in Felghana

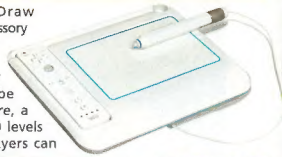
Publisher: XSEED Games
Available Now

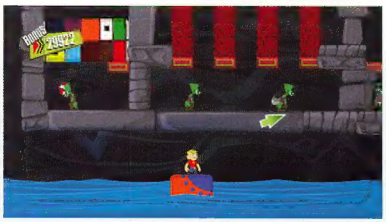
The *Dragon Quest* series of role-playing games has always been huge in Japan, with *Final Fantasy* running a close second. But in the brief period when the PC Engine (a.k.a. TurboGrafx-16) was the #1 game system, the biggest RPGs were those in Nihon Falcom's *Ys* series. You'd never know it from the title; but *Ys: The Oath in Felghana* is actually a PSP remake of *Ys III: Wanderers From Ys*. It features new graphics, a revised story, new characters, expanded levels, full voice acting in the cutscenes and rearranged versions of the original game's epic music tracks.

Dood's Big Adventure

Publisher: THQ
In Stores: December

THQ's new uDraw GameTablet accessory lets Wii owners use a stylus to draw pictures in software like *uDraw Studio* and *Pictionary*. It will also be used to control *Dood's Big Adventure*, a "coloring book come to life" with 60 levels and four different game modes. Players can draw playable characters as well as their items and enemies, and the uDraw GameTablet will also be used to solve puzzles and navigate through the game environment. The hero, Dood, can roll along the ground, float through the air and bounce on trampolines that you draw on the screen.

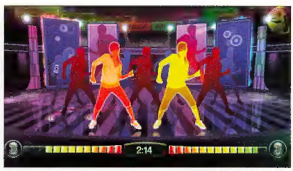


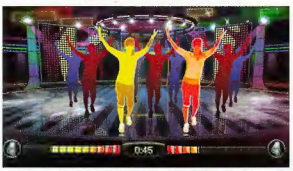


Zumba Fitness

Publisher: Majesco
Available Now

Is your fitness regimen lacking a spicy Latin flavor? *Zumba Fitness* teaches you how to boost your heart rate and burn calories with 30 different dance routines, including Salsa, Flamenco, Rumba and more. Developed by Pipeworks Software, the game offers a variety of venues and songs, with multiplayer options for up to four players (two on the Xbox 360). The 360 version uses the Kinect sensor for controller-free play, while the Wii and PS3 versions come with a special belt that allows you to attach your Wii Remote or PlayStation Move wand to your waist.





Deep Black

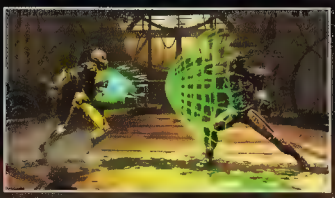
Publisher: 505 Games
In Stores: 1st Quarter 2011

From Russian developer Biart Studio comes *Deep Black*, a third-person shooter that takes place primarily underwater. Players will maneuver through the murky depths with the help of special propulsion packs and a variety of submersible weapons. The action-packed story includes elements of science fiction and bio-terrorism, with some stealth scenarios as the player infiltrates enemy outposts. Some encounters occur above ground, but much of the combat will require a shift in your strategic thinking as the movements of characters, vehicles and projectiles are altered by the realistic effects of underwater gravity and pressure.

Mortal Kombat

Publisher: WB Games
In Stores: 2011

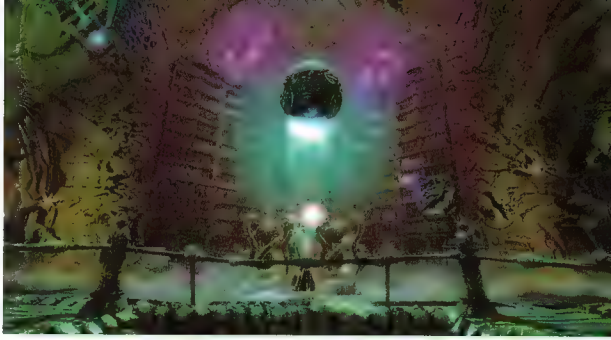
With the *Mortal Kombat* franchise passing from Midway to Warner Bros., the game's developers hardly missed a beat in gearing up for this reinvention of the popular one-on-one fighting game. Now known as NetherRealm Studios, *MK* co-kreator Ed Boon and his team promise that the new *Mortal Kombat* will be rated "M" for "Mature" and feature "the best, most gruesome fatalities ever!" They're also implementing an all-new graphics engine, new tag-team options and a meaningful story in which Raiden travels to the past, potentially altering the outcome of the very first Mortal Kombat tournament.

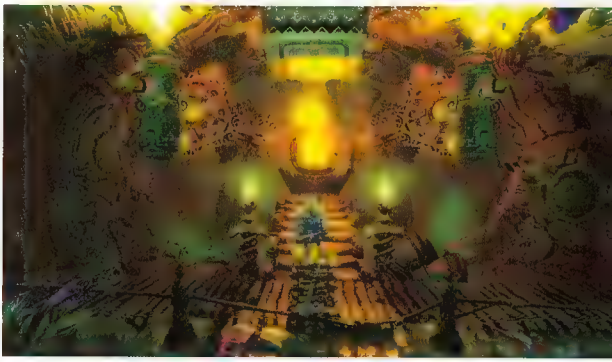


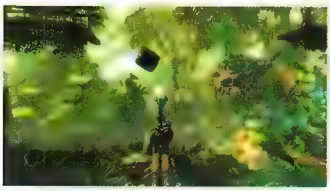
Trine 2

Publisher: Atlus
Available: 2nd Quarter 2011

The original *Trine* earned high marks for its lavish, detailed graphics and engaging three-player co-operative action, so those features have obviously been retained and expanded for this sequel. *Trine 2* allows cooperative online multiplayer, so those three players can now participate from three different continents if need be. A "physics-based" action/platform adventure, the game is packed with puzzles that require cooperation between the three characters (knight, wizard and rogue) as well as a basic understanding of the way objects can be affected by gravity, force and momentum.



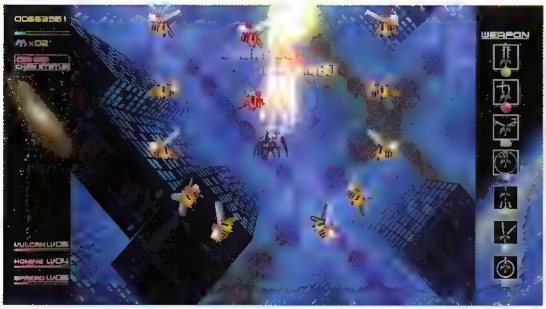


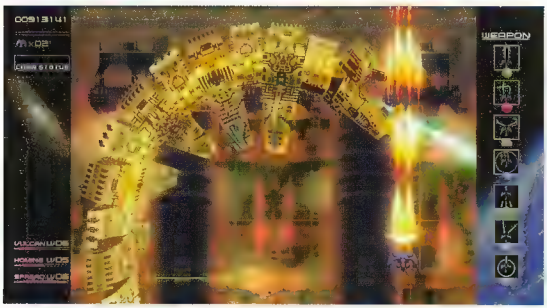


Final Fantasy XIV

Publisher: Square Enix
In Stores: March

Like *Final Fantasy XI*, the 14th game in the numbered *Final Fantasy* series will also be a massively multiplayer online role-playing game. It's set in the land of Hydaelyn, where the mysterious power of a substance known as aetheryte can teleport characters from one location to another. The game's developers are giving special emphasis to the character creation options, which allow for lots of subtle adjustments. Another important feature is the Armory, a simplified class system that allows you to assume the attributes of a certain class just by equipping a particular item.





Radiant Silvergun

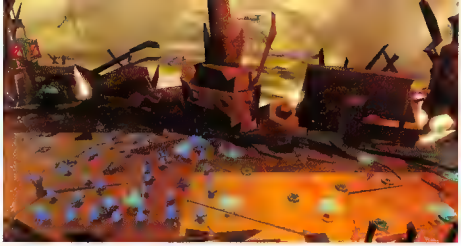
Publisher: Microsoft
In Stores: 2011

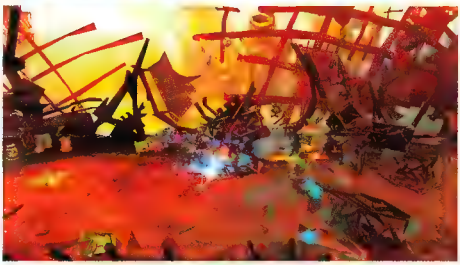
Video-game collectors and shooter fans both speak of *Radiant Silvergun* with reverence. Released in Japanese arcades, it was the first vertically scrolling shooter developed by Treasure, introducing concepts that would later be refined in games like *Bangai-O* and *Ikaruga*. But many Treasure fans have never played the game, because it was never released in North America and import copies of the Sega Saturn conversion are pricey. They will finally get their chance when a downloadable version of *Radiant Silvergun* appears on Xbox Live Arcade in 2011. It will include "Arcade" and "Saturn" modes, with HD graphics and the option to allow two players to compete online

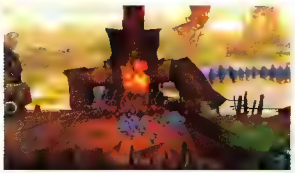
Swarm

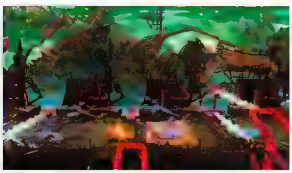
Publisher: Ignition Entertainment
In Stores: 1st Quarter 2011

It's easy to see the influences behind the new game from *DeathSpank* developer Hothead Games. *Swarm* has echoes of *Lemmings*, *Tokobot* and *Pikmin* in its tale of the Swarmites, bug-eyed beings who face death by explosion and buzzsaw as you herd them *en masse* to their goal. A downloadable game for Xbox Live Arcade and the PlayStation Network, *Swarm* challenges you to learn how 50 of these creatures can work together to navigate through dangerous environments. As long as one of them survives, you'll be able to press on!









Twisted Metal

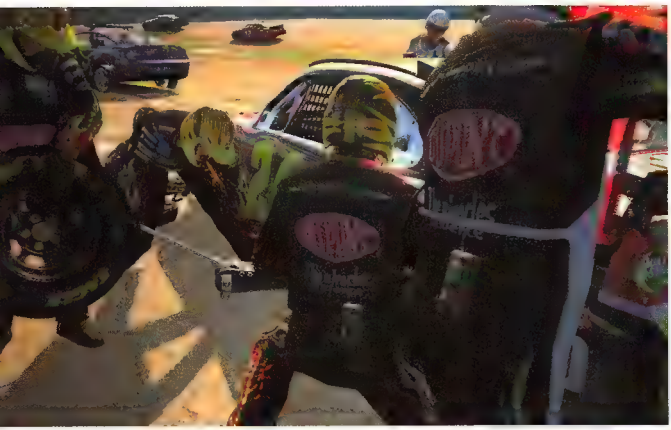
Publisher: Sony
In Stores: 2011

The first *Twisted Metal* was one of the keys to the early success of the original PlayStation, and two of its many sequels have also been instrumental in the launches of the PS2 and PSP. Some members of the original *Twisted Metal* team have returned to create this new version of the game for the PS3. With split-screen multiplayer for up to four players and online battles with up to 16 participants, the new *Twisted Metal* has four factions that are based on characters from the first game, all vying to win the tournament and have their wishes granted by the mastermind Calypso. Among the new vehicles is the Talon, a helicopter that can blast opponents from the air and pick up other vehicles with a giant magnet.

NASCAR The Game 2011

Publisher: Activision
In Stores: February

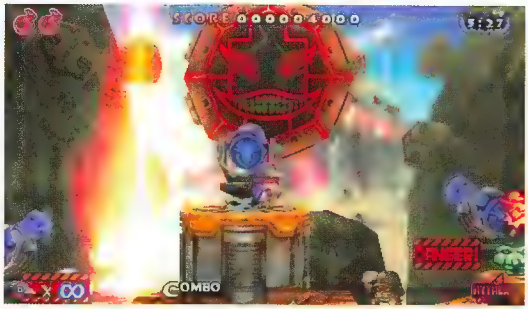
After snatching the NASCAR license away from Electronic Arts, Activision and developer Eutechnyx have vowed to deliver a fresh experience for hardcore NASCAR fans, using their feedback to craft a game with the proper atmosphere and excitement level. You can play as yourself or as a real NASCAR star while you compete for the Sprint Cup on 22 real-life tracks. The multiplayer options support online races for up to 16 players, with an experience points system for unlocking special vehicles or decals. There's even an "interactive celebration mode" so you can participate in the hoopla when you win a race instead of just watching.



Prinny 2: Dawn of Operation Panties, Dood!

Publisher: NIS America
In Stores: January

Our favorite double-amputee demon penguin is back for more platforming action on the PSP! Players will surely burn through most of the allotted 1,000 lives before they beat the game and unlock the alternate playable character and story. With a variety of special skills and combo attacks, Prinny can take on the forces of the netherworld at three difficulty settings, the toughest of which ("Hell mode") causes loss of life from just one hit. He also has the ability to lift and throw objects as well as riding in vehicles like tanks and UFOs. *Ganbare*, Prinny!



No More Heroes: Heroes' Paradise

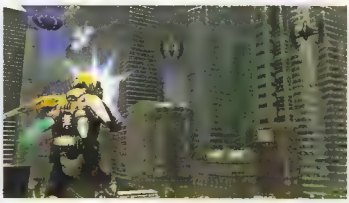
Publisher: Konami
In Stores: 2011

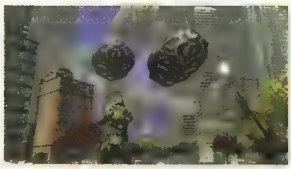
Armed with his Beam Katana, hitman Travis Touchdown returns to challenge the ten assassins who rank above him in the dangerous city of Santa Destroy. An enhanced port of the Wii game *No More Heroes*, Konami's *Heroes Paradise* features HD graphics, some changes to the Ranking Battle system and PlayStation Move support, among other additions. As in the Wii version, players must shake the Move wand in order to charge the Katana's batteries. You can also play with the standard PS3 controller if you don't have the PlayStation Move accessory.

Earth Defense Force: Insect Armageddon

Publisher: D3Publisher
In Stores: 2nd Quarter 2011

This follow-up to *Earth Defense Force 2017* is actually the fourth entry in a series of insect invasion games that originated on the PlayStation 2 in Japan. This chapter takes place in the city of New Detroit, where EDF soldiers use over 150 different types of weapons to counter the invasion of giant alien insects and robots. The cooperative Campaign mode lets up to three online players participate in the main story, while the Survival mode allows six players to compete in all-out battles against the game's toughest creatures. Developed by Vicious Cycle (*Dead Head Fred*).



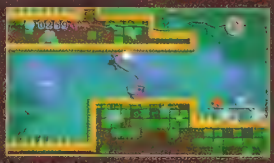


Strategy Guide by
Chris Bieniek

Kirby's Epic Yarn™

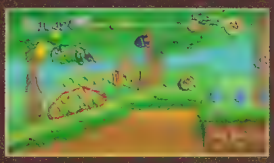
Kirby's latest romp is designed to look like the Japanese TV commercial for the original *Kirby's Adventure*, with colorful yarn outlines delineating all of the characters. This guide will reveal the locations of all the collectable items, with tips on how to beat the bosses and more!

KNITTING TIPS

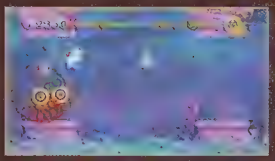


★ If you're having trouble rolling up enemies, it's probably because you're not holding the 1 button long enough. You must continue to hold 1 until the enemy is completely unraveled. Certain characters and objects are made up of longer pieces of yarn, so it can take a little longer to roll them up completely.

★ If you use the yarn whip to attack a Spear Waddle Dee or Bow Waddle Dee while his back is turned, you will roll him up into a ball and his weapon will disappear. But if you whip him while he's facing you, you may get the weapon instead. If your timing is good, you can also use the whip to grab an arrow in midair! Throwing a spear or arrow is more effective than throwing a rolled-up enemy—it can pass through multiple enemies in succession, and it can also destroy an entire row of yarn blocks or cloth blocks.

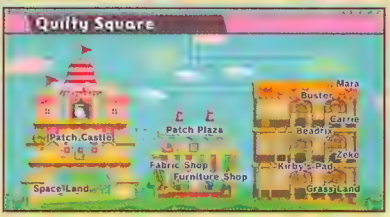


★ Playing *Kirby's Epic Yarn* in two-player cooperative mode (with Prince Fluff as Player 2) makes the game easier and more fun to play. You can stand on each other's heads, use each other as projectiles, pick up dropped beads more efficiently and reunite easily by pressing the A button. Just like in *New Super Mario Bros. Wii*, the latter ability is very useful if one of the players falls off the screen too often or needs help getting past certain obstacles. Two-player mode also gives you additional attack options during the Metamortex transformations—which makes the most awesome parts of the game even more awesome!



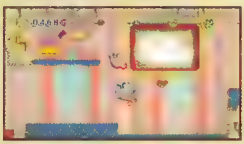
★ Most of the game's boss battles involve finding a way to strike the boss, then using the yarn whip to tug on the boss' exposed red button(s) while he or she is stunned. Bosses will usually produce a shower of beads when they are struck (to stun them) and when their button is pulled (to damage them). During boss battles, the bead gauge at the top of the screen will feature a patch icon in addition to the usual bronze, silver and gold medal indicators. If your bead gauge is filled past this icon when you finish the fight, you'll earn a patch to unlock the first of the two bonus stages in that world. Under most circumstances, you will not earn enough beads to earn the patch if you pull the boss' button every time he or she is stunned. To get the maximum beads during a boss battle, try stunning the boss repeatedly without pulling his or her button until you have enough beads (or until the boss stops giving up "stunned" beads), then pull the button and continue with the rest of the fight.

★QUILTY SQUARE

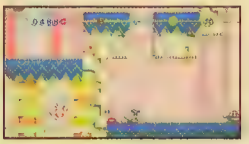


Patch Castle

This is a tutorial level; you'll learn how to perform Kirby's moves and how to interact with various objects and enemies. The treasure patch containing the **chandelier** is out in the open; just climb the ladder to reach it.



You'll need to swing from a button in order to reach the treasure patch with the **king's throne** behind it. Jump up and grab the button with your yarn whip, then press **Left** and **Right** on the D-pad to increase the degree of your swing and hop off when you're at the highest point on the left side.



Look for a hidden alcove in the wall just to the left of the last Spear Waddle Dee; some bonus stars can be found inside. Just after this area, use the dash and long-jump to reach the platform with the **Patch Castle music** treasure patch. The long jump is extremely useful throughout the entire game, so take the time to master this important ability.

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Patch Plaza

Patch Plaza is a special room in which you can keep track of everything you've accomplished in the game. Visit this area to review cutscenes, listen to the music CDs you've earned and much more.

Dom Woole's Apartments

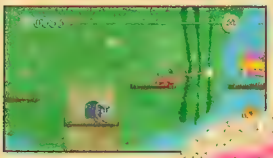
The greedy Dom Woole expects you to hand over your hard-earned currency and found items so he can add rooms to his apartment building and furnish them! But it's OK; he does reward you with a first-floor pad of your own, and new challenges will become available as you befriend the tenants that move into the new apartments.

Fabric Shop / Furniture Shop

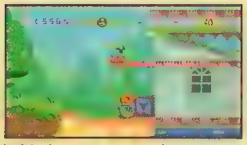
After you clear a few stages, Dom Woole will invite you back to Quilty Square to meet his brothers. Chaise Woole sells furniture while Loomis Woole deals in fabrics. You'd think they would offer you discounts, since the items you buy from them can only be used to upgrade their brother Dom's tenements!

GRASS LAND

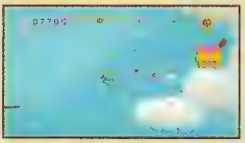
Fountain Gardens



At the top of a tall tree, look for a blue button to the right. Use the yarn whip to pull it and you'll uncover a hidden treasure patch with the **flower sofa** behind it.



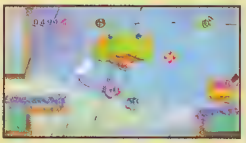
When you reach the building with the large green zipper, use the yarn whip to pull the zipper and reveal a passage to the building's basement. There you'll find the **fountain** behind a treasure patch.



The **Fountain Gardens music** CD can be found in the clouds high up above the bridge where jets of water shoot up into the air. Ride the splash from the third waterspout to reach the nook where the treasure patch is located.

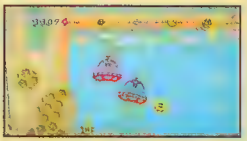
Flower Fields

Just after the start of the stage, you'll encounter a series of flower wheels that bloom when you walk on them. You'll need to swing from a button in order to reach the top of the highest one. Once you're up there, you can jump to a platform with a treasure patch and the **flower clock**.



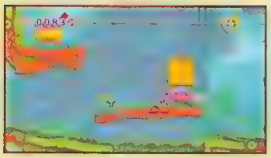
Look for a T-shaped platform just above a sleeping Waddle Dee. A nearby flower has a button that will detach and float upward when you grab it with the yarn whip. Rise up until you can cross over the top of the "T"—you'll see a frog head with another button in its mouth. Swing from this button to find the **frog umbrella stand** in a treasure patch on the right.

When you see two frog heads in succession, swing from the buttons in their mouths to reach a platform with a special patch that reveals an exclamation mark. It will travel back through the stage and attach itself to the fountain in the background below the frog heads. The fountain will be revealed as a hidden patch, with the exclamation mark attached as a pull tab. Pull it to reveal the **Flower Fields music** CD.

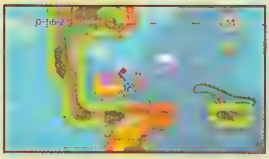


The Saucer Metamortex has an awesome spark attack that clears the screen of enemies, yarn blocks and cloth blocks. But you can't use it until you suck up at least three enemies or blocks with the saucer's tractor beam. One of the three yellow "bumps" on the bottom of your saucer will flash red each time you suck up an enemy or block; when all three of them are flashing red, the small antenna at the top of your saucer will crackle with energy to indicate that the spark attack is ready. Press **1** to activate it.

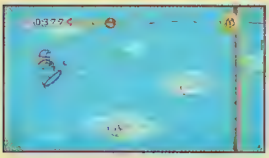
Rainbow Falls



Unraveling the yarn block on this slanted platform will cause the cloth block above it to drop down. Quickly jump on top of the cloth block as the rushing water pulls it off the platform to the left and use the moving block as a platform to reach the ledge above. There's a treasure patch up there that conceals a **rainbow arch**.



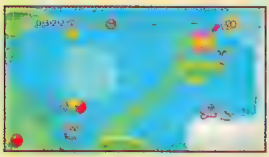
You'll see the **outdoor bath** treasure patch on a ledge above a Spear Waddle Dee and a "!" switch. But how to reach it? Travel a little farther ahead and you'll see a ladder that leads to a row of snapping crocodile heads. You can stand on their snouts while their jaws are closed, so jump across with careful timing to retrieve your treasure.



There are several ways to gain extra height while the Spin Boarder Metamortex is activated. You can jump up, you can spin to go a little higher and you can spin-attack enemies to go higher still. In two-player mode, the second player can also flap his arms to get even more air. You may need several of these techniques to get the **Rainbow Falls music** just before the end of the stage—it's not concealed by a treasure patch, but it is pretty high up there. Look for a big ramp followed by a trio of conveniently-placed Bronto Burts. If you can spin off the head of the last one, you should be lined up perfectly to nab the CD.

Big-Bean Vine

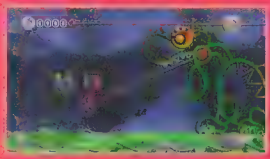
While climbing the giant beanstalk at the start of the stage, you'll see a white platform between two clouds. If you jump up past the platform, you won't be able to go back down to get the **lattice**, which is hidden behind a treasure patch just below and to the left. Hop across the floating Parasol Waddle Dees to reach it.

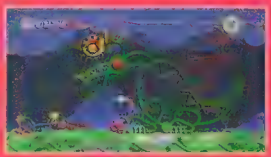


To get through the next area, you'll have to hitch a ride on some Balloon Waddle Dees. You'll see their balloons shrink as they struggle to support your weight, so be sure to jump to a nearby platform (or another set of balloons) before they completely deflate. You'll find the **Big Bean Vine music** under a treasure patch on the far right side of the screen, near the beginning of the balloon ascent.

Similarly, the **cloud pillow** appears when you peel off the treasure patch on the right side of the screen just before the end of the stage. Use the parachute to float over to the cloudy ledge where it rests.

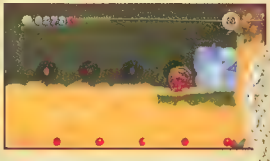
BOSS: Fangora



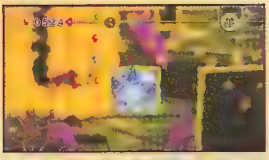


Mole Hole

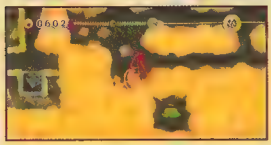
To unlock this level, finish the Fangora boss battle with enough beads to earn the Mole patch.



Look for this pale blue object and claw it apart with the Digger Metamortex; it will reveal a doorway that leads to the **carrot dresser** treasure item.



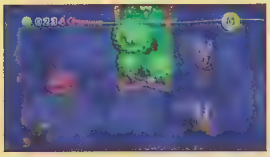
Another similar object hides a doorway that leads to the **Mole Hole music** CD.



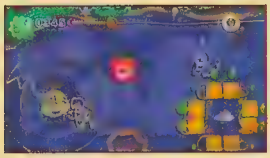
The **tree-stump bed** is plainly visible, buried under a pile of diggable cotton in the area just to the right of the Mole Hole music CD.

Weird Woods

Clear "Mole Hole" to unlock this level.



The **telescope** can be found just under a rotating cross-shaped vine. You can destroy the vine if you have the Saucer's spark attack charged up and ready to go.

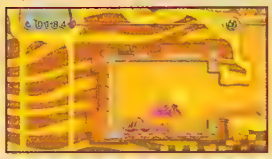


You will also need the spark attack to destroy the cloth blocks that surround the **log cake** treasure item.

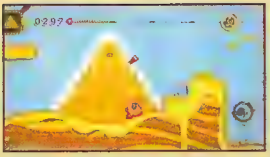
The **Weird Woods music** CD is also barricaded behind some cloth blocks. If you don't have a spark attack charged up, you might be able to reach it from behind before it scrolls off the screen...but don't bet on it.

HOT LAND

Pyramid Sands



Use the yarn whip to tug on the first red button you see. It will open up an underground passage where you'll find the **camel sofa** under a treasure patch on the left.



The second red button in this stage will unlock another underground path with a pair of Spear Waddle Dees and a patch that reveals an exclamation mark. Follow the mark and pull it after it becomes attached to a pyramid; you'll earn the **cactus juice**.

The Off-Roader Metamortex doesn't just get you through the stage in style—you'll also be also racing against a field of similar vehicles. You'll lose beads (and your forward momentum) if you rear-end one of the other cars, so try to jump over them...or, better yet, jump and land on top of them, which will harm their chances of winning. There's even a winner's podium at the end of the race, where you'll be showered with beads if you place in the top three!

The latter section of the Off-Roader race features platforms that divide the course into separate paths. If you follow the trail of yellow beads, it will lead you to the **Pyramid Sands music** CD, which is not concealed by a treasure patch.

Lava Landing

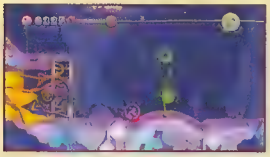
The patch in between these two Magmotamuses hides an exclamation mark. It will float away and connect to a hidden patch behind a nearby volcano. Peel this patch to reveal the **stone lamp**.

Just above the patch with the stone lamp is a treasure patch with the **cartoon meat** behind a wall of cloth blocks. Grab the nearby Bombers and toss them at the wall to blow it up so you can get through.

The treasure patch containing the **Lava Landing music** CD is in plain sight in the area with the slowly rising lava. You'll have to unravel three yarn blocks in order to reach it.

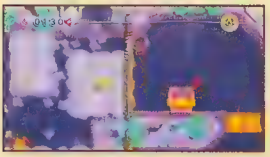
Cool Cave

Kirby's "snake" mode allows him to slither through narrow tunnels. Note that you can use the D-pad to choose a direction when you reach a branching path. You can also stop on a dime and turn around if you think you're going the wrong way—but make sure you don't have a Snip-Snap following behind you! The path that leads to this treasure patch looks like it might be connected to the elaborate maze below, but it's actually separate from the rest of the tunnels. Enter by dropping off the unstable platform to the left of the spotlight, then quickly squirm into the tunnel to the right before the second platform drops. The **crystal** is inside.



This treasure patch holds the **Cool Cave music**, but it's trapped behind a barricade of cloth blocks. To smash the blocks, head over to the right and lure a Rolling Clod over to you. When it approaches the spiked floor trap, yank the green spiral to raise the floor; this will allow the Clod to pass over the spikes so it can smash the blocks. If your timing is perfect, you can avoid taking damage from the Clod by dashing under the small ledge to the right just after you pull the spiral.

The Digger Metamortex can be tricky to control. The digging motion of its claw pulls you in the direction of the dig, making it possible to perform some gravity-defying stunts as long as there's a cotton-covered area in front of you. But if you go crazy and dig out every square inch of diggable ground, you might not be able to get back up to platforms that can't be reached unless you use sections of the cotton to stand on.

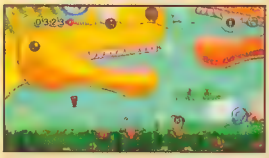


In this stage, the reel gate (the spindle that unravels your Metamortex) is divided into two sections by a platform. Be sure to take the upper path, because the **frog mirror** is waiting in a treasure patch on the other side. You won't be able to collect it if you cross the lower section.

Dino Jungle

Most of the dinosaurs in Dino Jungle are friendly and happy to help you along your way. Some have buttons to swing from, while others will let you jump on their heads as you strain to reach floating beads and items—like the **torch** covered by this treasure patch.

Look for some false walls in this stage as well; the foliage is a little lighter in color and you can walk right through them. Some are covering small alcoves with beads hidden within, but this one is a pretty big example with the **Dino Jungle music** CD sitting in a treasure patch on the other side.



Shades of *Bonk's Adventure*! There's an exclamation mark in a patch under the jaw of this T-rex; it will attach itself to an egg on the right side, allowing you to peel it off and reveal the **bronto slide**.

BOSS: Hot Wings

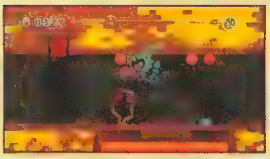
Stay on the move and stay off the ground, or the needle-nosed Hot Wings will target you. Taming Embers as you go, which can be grabbed with the yellow Kirby and dropped on the bird's head, is a good idea. Collect the beads that she drops and grab as many burns while she's stunned. Her next move will be to fly into the lava pool and cause the platforms to rise to another section of the cavern, because a splash of lava is coming and it's nearly over. Just before the dirty splash occurs,

when taking off from the platform, Hot Wings will spit up a string of fireballs that descend from the top of the screen. Dash toward the side of the screen where she was standing when she fired them—if you time between them just right, you'll be able to zoom across the screen as a flaming horizontal projectile at any of three levels, namely, the high platforms, the low platforms and the ground. You'll be able to predict the level she chooses because you'll see a faint glow at the edge of the screen just before she does. Keep moving and don't stop to avoid being hit.

Hot Wings's head will be turned away from you, and she will be six of them instead of four. Grab a bomb and throw it back, then stand the reel button again. Aim for the head as the second hit, the first attack will come out in pairs. They aren't and be ready to maneuver or bounce for the final attack. You'll get the Hot Wings music and gain access to Float Island after your third successful strike.

Temper Temple

To unlock this level, finish the Hot Wings boss battle with enough beads to earn the Hourglass patch.



To find the **pyramid** treasure item, use the Fire Engine Metamortex to blast this Emba with a steady stream of water. When its fire is extinguished, the Emba will give up the prize.

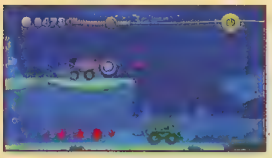
Blast this Embaconda with cool water—when he comes out from behind the wall, that is—to earn the **camel pillow** treasure item.

Another treasure is hidden inside this burning Emba: It's the **Quilty Square music** CD.

Dusk Dunes

Clear "Temper Temple" to unlock this level.

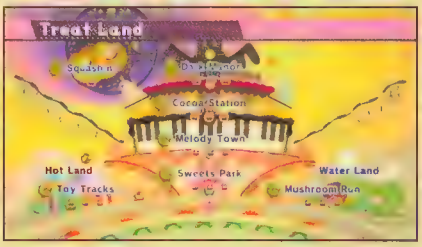
A series of successive jumps leads to the first treasure item in Dusk Dunes, with red beads showing the way. It goes from a twin pair of rock formations to a speed boost, a small green platform to a single rock formation to another speed boost on the green ramp shown here. You'll have to hit one more speed boost in midair before you reach the **magic carpet**, which is floating appropriately high in the sky.



To get the **hourglass**, drive off the ledge pictured here and land on the spring launcher below; you will be launched up to the platform with the treasure. Don't *jump* off the ledge, *drive* off...and don't drive onto the spring launcher from ground level, because neither technique will give you the correct height or distance.

Jump from this ledge and hit the speed boost powerup to nab the **Dusk Dunes music** CD.

★TREAT LAND



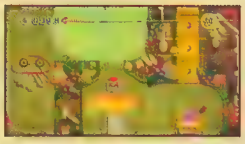
Toy Tracks

Near the beginning of this stage, you'll see groups of Waddle Dees playing catch with colored blocks. If you jump on top of one of these blocks, you will be taken for a ride as the Waddle Dees toss it around. The third group will toss you right up next to a treasure patch containing the **stuffed bear**.

When you reach the row of stomping toy soldiers, enter the doorway above the second knee to go behind the scenery, then emerge under the sixth foot to find an exclamation mark. Follow it upward as it becomes attached to the helmet of the third soldier, then pull the tab to uncover the **tin robot**.

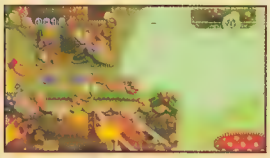
The Train Metamortex requires you to draw tracks on the screen with the Wii Remote. It can be tough to draw a straight line, and if you draw too slowly, your tracks are likely to be bumpy and jagged, which makes for a rough ride. To raise the train up higher, draw a series of diagonal ramps that intersect in a scissor pattern; the train will automatically switch to the newer track whenever it reaches an intersection. The **Toy Tracks music** CD is plainly visible on an elevated platform, but it's surrounded by cloth blocks, so you'll need to run the train through one of the speed boost power-ups before you can smash through them.

Mushroom Run



The orange mushrooms can launch you very high if you press **Down** in midair to transform Kirby into a weight before he bounces on them. If you do this on the orange mushroom shown here, you'll reach the top of a stack of cloth blocks with purple beads inside. Use the weight transformation again to plummet straight down, smash the blocks, collect the gems and access the **mushroom bed** treasure patch.

It's not very difficult to climb up these swinging mushrooms, but when you reach the very top, you'll have to grab a button with the yarn whip. Instead of swinging from the button to the right, go left and jump to the highest mushroom. From there, you'll be able to reach the **mushroom lamp** treasure patch.



Before long, you'll encounter blue mushrooms that launch you at an angle when you drop Kirby's weight on them. The area with the two tree-stump houses is loaded with red, orange and blue 'shrooms, so you'll have to remember how each one functions in order to explore this part of the stage thoroughly. Look for a nook on the left wall with the **Mushroom Run music** CD treasure patch inside; you'll need to pick up a nearby enemy to smash through the cloth blocks there.

Sweets Park

To reach the treasure patch that holds the **donut pillow**, you'll have to jump from a flan on a conveyor belt. And you may not have much experience doing that in real life, so we recommend using the dash-and-jump technique to get a little more distance.

Look for a ladder directly above a rotating, half-eaten donut; it leads to a warp seam that drops you right on top of the **dessert dresser**. But you can't pull the tab on the treasure patch, because you'll be automatically forced into the Digger Metamortex! The only way to get this item is to strategically dig out sections of a giant cotton cake, then jump through the reel gate to shed the Digger and climb up the steps you made in the cake.

To get the **Grass Land music** CD, you'll have to make a precarious jump from another half-eaten, rotating donut across a spinning fudge-stripe cookie. Without a safety net, even. It's a good thing that Kirby can't die in this game!

Melody Town

Another jump across a deadly chasm, this time from a kettle-drum elevator to a ledge with a treasure patch. Your reward for clearing the gap is a **toy piano**.

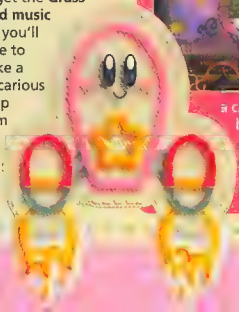
The platform with the **clef tree** treasure patch can be reached by swinging from the harp to the left or by dropping down from above.

Pull this red button to lower the platform above you, then jump from the kettle drum to the top of the platform before it goes back up. You'll find the **Melody Town music** CD up there.

Squashini

machine duplicates, which will shuffle around and change positions before red buttons appear on top of them. If you pull the button on the hat that contains Squashini, he'll be stunned and you'll have a chance to pull his button to

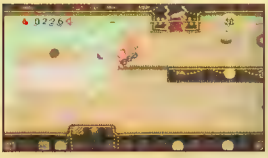
machine, Squashini will deal damage from a pair of deadly decks. Grab a card with the yarn whip and fling it back at him, then pull his button to inflict damage. If the machine shows three red skull flags,



BOSS: Squashini

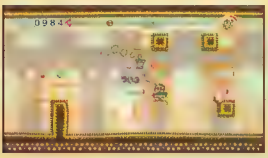
Cocoa Station

To unlock this level, finish the Squashini boss battle with enough beads to earn the Cookie patch.



All of the treasures in this stage are plainly visible, since the Train Metamortex is active and you can't use the yarn whip to pull patch tabs. The **choco ottoman** is on a high platform behind a retractable gate; drive the train through the brown switch to raise the gate out of your way.

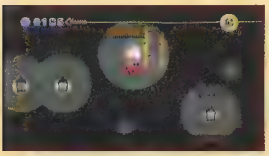
Touch the brown switch with the red knob directly below the **chocolate bar**; this will lower the orange wedges above the switch to the left. Touch that switch to lower the orange wedges above the chocolate bar; now you can go get it.



Near the end of the stage are several large structures that are loaded with beads and interspersed with speed boost power-ups. Stay near the middle of the screen as you smash through the blocks; the **Hot Land music** CD is dead center in the last structure before the reel gate.

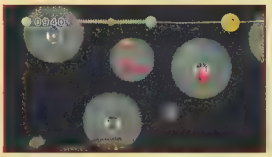
Dark Manor

Clear "Cocoa Station" to unlock this level.



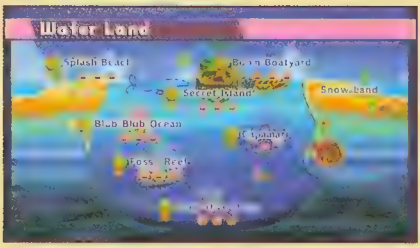
Dark Manor is dark indeed! Look for enemies made of glowing yarn, then roll them up and carry them with you to get a little more light. This ladder leads to a patch that reveals a row of glowing beads; they point the way to the **ghost-in-a-box** treasure.

Break this cloth block to uncover a "!" switch. Touch it to reveal a secret bead-filled path to the **pumpkin** treasure patch.

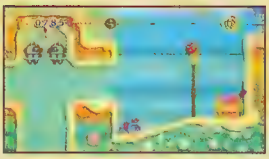


After going outside briefly, you'll re-enter the manor and encounter this lantern with a red button on it. Pull the button to get more light, then jump to the upper left to find a partially hidden passage. (There's a button that you can swing from if you can't make the long jump.) Continue through this path to find another button lantern; you'll eventually reach a treasure patch with the **Dark Manor music** behind it.

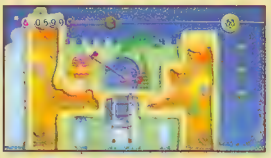
WATER LAND



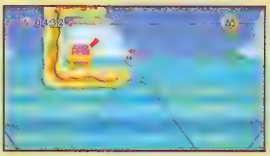
Splash Beach



The **sun clock** is not hard to find; look for the treasure patch in the middle of the section with the button umbrellas.

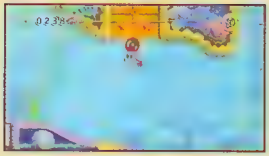


The **moon clock** can be found on a ledge in this sand castle. Like the sun clock, you'll pass right by it in the normal course of navigating through the stage.



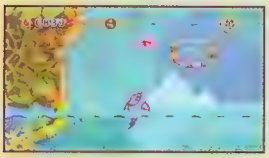
The third treasure patch in Splash Beach is also in plain sight; it's just a little trickier to get due to the rolling waves that pull you past it. Peel away the patch to reveal the **Secret Island music** CD...which is a little odd, since the Secret Island level won't be playable until after you clear Blub-Blub Ocean!

Blub-Blub Ocean



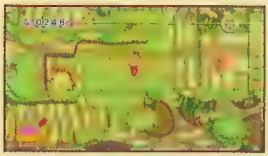
Near the start of the stage, you'll need to roll up some enemies and throw them upward to break through these cloth blocks. Note that the nearby Sawgill enemy rolls up into an arrow, which can break both layers of blocks in one throw. Just above this barrier is a treasure patch containing the **jellyfish light**.

With the Dolphin Metamortex, Kirby can zip through the cool waters of Blub-Blub Ocean and blast enemies or cloth blocks with his surge attack. Use the surge attack to gain maximum air when breaking the surface of the water to reach the **Blub-Blub Ocean music** CD; you can also press the **2** button to spin in midair if your aim is a little off.

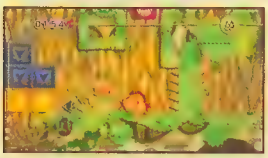


You can flip these colored balls into the basket by using the **2** button to balance the ball on your snout above the surface of the water, then pressing **2** again to toss it up in an arc. If you can score with the pink ball, you'll receive the **aquarium** as a reward!

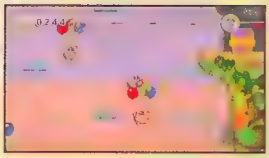
Secret Island



Secret Island is loaded with confusing doorways that take you in and out of the background plane, where Kirby is not always visible as he wanders around. There are also several spots where denim blocks will prevent you from progressing until you find the pull-cord that makes them drop…but doing so will then block your access to earlier parts of the stage! The treasure patch pictured here cannot be reached until you pull the blue button above (it contains the **treasure rug**).

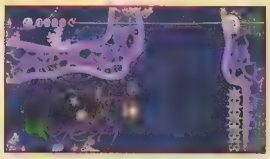


After pulling the nearby blue button---which causes a Spear Waddle Dee to drop in front of these blocks—you must get his spear in order to break the entire row of cloth blocks all at once. If you throw a rolled-up enemy instead, only the first block will break and the first denim block will drop, making it impossible for you to break the rest. So make sure the Spear Waddle Dee is facing you before you yarn-whip him. When you break the row of cloth blocks, all of the denim blocks will drop, revealing a patch with an exclamation mark. It will attach itself to the fossil on the right, which can then be peeled off to reveal a huge bird. Jump on the bird's back to reach the **totem pole** treasure item.



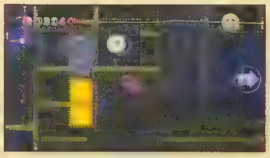
In the area where you ride on balloon Waddle Dees, float to the upper right and look for a ledge with a treasure patch; it contains the **Splash Beach music** CD…which seems to have traded places with the Secret Island music you found in the Splash Beach stage!

Deep-Dive Deep



The first treasure patch in Deep-Dive Deep is guarded by a Danglerfish who will try to suck you into his mouth. If you manage to keep away, he'll get tired after a few tries and you'll see stars around his head. Now's your chance to grab the button that hangs from his forehead and unravel him. Your reward is a **dangler light**.

With the Dolphin Metamortex in effect, explore the sunken ship and look for false walls that can be passed through, even though they look like barriers. This one leads to six green beads and the **mast** treasure item.

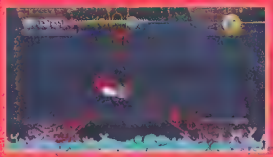


Here's another false wall—use the surge attack to break the cloth blocks. The denim blocks will fall, giving you access to the **Deep-Dive Deep music** from the opposite side.

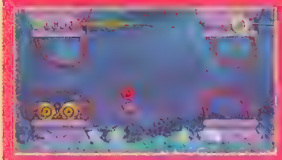
BOSS: Capamari

[illegible] Capamari [illegible] amputee to eliminate two at once.

BOSS: Capamari



After you've rolled up the blue part of his hat, you'll see a white string dangling from the lower part. Grab the button on the end of the white string and wind, wind, wind until you've unraveled his entire hat. Capamari will head to the center of the screen and attack with groups of three pentagons. After a few seconds, the pentagons will head back to the corners of the screen and plant themselves there. You want to be in the middle if you're going to hit Capamari, so [illegible]



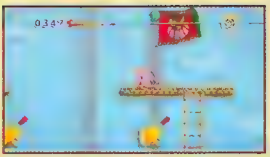
Next, eight Octopeas will emerge from the four corners of the screen. Grab one and hold on to it as the rest of them line up and blast across the screen in a vertical pattern; the "safe spot" will be the gap in the pattern. [illegible] Four red bubbles will then emerge, and you'll know which one is Capamari because he'll briefly appear [illegible] you'll stun Capamari, allowing you to move in and pull the red bubble to its center. [illegible] zooms between the corners of the screen before repeating the process. [illegible] the Octopeas will blast off in diagonal directions, but [illegible] the Capamari trunk. Go and [illegible]

Boom Boatyard

To unlock this level, finish the Capamari boss battle with enough beads to earn the Treasure Map patch.

Boom Boatyard is a "forced scrolling" level—the scenery moves from right to left at a constant speed, so you'll have to be quick to get all of the patches and beads. To get this **Treasure Chest** treasure patch, you'll have to jump on the platform to the right, then quickly jump up and to the left before it moves off the screen.

The **Treat Land music** is hidden in an unusual spot. It's not behind a patch or hovering in midair like most of the other treasures in the game. If you climb to the top of the mast on the first pirate ship and pull the blue button there, you'll find the CD behind the smiley-face flag.

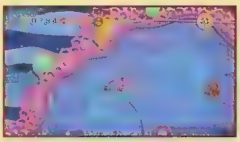


The second pirate ship is larger than the first, and it also has a smiley-face flag with a blue button on the top of its highest mast. The **pirate ship** treasure can be found here.

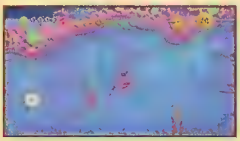
Fossil Reef

Clear "Boom Boatyard" to unlock this level.

You'll be rockin' the Dolphin Metamortex in this stage, but you won't be underwater the entire time. Use the surge attack to jump from the water to the globules that are suspended above it. You'll also have to jump between the globules in order to find treasure like this **anemone sofa**.



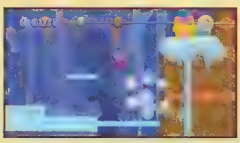
Some of the globules travel up and down, so you'll be able to cover even more territory by swimming inside them as they move around. This one will lead you to the **fossil** treasure item.



The next area has different-sized water globules that rise quickly. If you jump back and forth between them, you'll be able to reach the **Water Land music** CD in an alcove to the left.

SNOW LAND

Snowy Fields



Snowy Fields is characterized by slippery terrain and rolling snowballs that glomp on to Kirby (wiggle the D-pad to break free). You can also hop on top of the snowballs, which you'll need to do in order to reach the platform pictured here. From there, swing from the button above or use the dash-jump to reach the treasure patch, which contains the **big bear bed**.

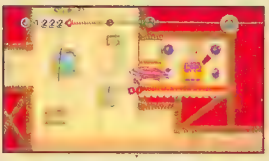
In the area where large snowballs roll to the left over small gaps in the ground, enter this doorway to climb up the tower. When you reach the top, use the yarn whip to swing across and retrieve the **penguin mirror**.

In the area where large snowballs roll to the right over deep canyons in the ground, enter the doorway to climb up the tower. When you reach the top, exit at the exact moment when a giant snowball rolls beneath you, then ride the snowball to the right, where you'll find a treasure patch with the **Snowy Fields music** CD.

Cozy Cabin

Use the parachute to rise on the draft from the lower chimney of the first building in Cozy Cabin, then drop into the upper chimney to start your descent through the structure. A giant scroll will begin to slowly force you downward, so you won't have time to hang around and explore. The **fireplace** can be found in this treasure patch (unravel the yarn blocks to reach it).

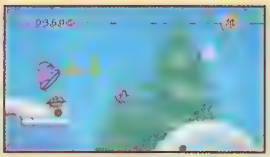
The scroll descends a little faster in the second building, so you'll have to be quick if you want to get the **chimney** treasure patch. To reach it, roll up a Waddle Dee and throw it at this cloth block. The denim block above it will drop, revealing a ladder that you can climb to get the treasure.



Getting the **Cozy Cabin music** can be tricky, because the scroll rolls up the third cabin from the bottom and you'll have to use the parachute to hover near the yarn blocks so you can unravel them.

Mt. Slide

The boost power-ups that appear when the Spin Boarder Metamortex is activated are a little different than the speed boosts used by the Off-Roader and Train Metamortexes. Those items are activated immediately as soon as you touch them, but the Spin Boarder power-ups give you wings that are not activated until you press the **1** button to spin. Save them for when you need an extra boost to get a treasure item—like the **Mt. Slide music** CD, deviously located under this high ledge about halfway through the stage. Even without the wings, you can often reach similar heights by repeatedly jamming on the **1** button while airborne.



The **knit-cap sofa** treasure item is floating near a Spear Waddle Dee and a Bronto Burt, not long after the Mt. Slide Music. To get the right height, jump over the Waddle Dee and use the spin attack on the Bronto Burt.

The last cave that you pass through will contain a series of icicles that drop from the ceiling. Jump from one of the last fallen icicles to reach a power-up item at the top of a tall, thin ice tower just outside the cave exit, then immediately activate the wings to propel yourself into the **snowman** treasure item.

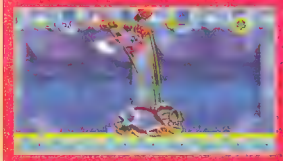
Frosty Wheel

In this stage, Kirby's dash causes him to transform into a sled instead of a car. Unlike the car, the sled can actually skim across the surface of a body of water, which you'll need to do in this stage in order to collect certain groups of beads. The slippery platform seen here holds the **snow clock** treasure item; it can be reached by using a dash jump from the left side.

The treasure patch that hides the **snow globe** is not difficult to reach—unless you have an aversion to delicate snowflake wheels with slippery, swinging platforms.

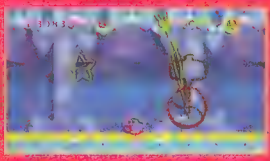
To get the **Frosty Wheel music** CD, you'll have to roll up the Chilly below it, then carry it up the wobbly wheel so you can throw it at the cloth blocks that stand between you and your treasure.

BOSS: King Dedede



Kirby's arch-nemesis has a very rigid attack pattern that can make him easy to beat if your movement isn't disciplined. He starts by hammering the ground with his mallet, which produces two yellow stars. Try to grab one of the stars with your Kirby and throw it back at him to stun him. When he's stunned and falls on his stomach, jump on his back and press Down in midair to plummet into the weight. When the weight hits his back, the red buttons that control his puppet strings will come closer so you can pull them to inflict damage. If you don't hit him with a star after he swings his hammer in the ninja attack phase, he will tear back and slide head-first across the screen. Before he gets up, you can drop the weight on his back and pummel him some.

After the first hit, you'll face a new attack in which Dedede does a ground-pound to create a shock wave. You can jump between the Gordos while simultaneously pounding over the shock wave, or you can roll up the shock wave and toss it back to stun him. He'll continue to alternate this attack with the hammer phase and the slide until you've hit him three times.



After the second hit, the hammer strikes will be separated by a crazy, whirling attack in which Dedede swings the hammer in a wide, circular motion while bounding toward you. If you don't grab a star and fling it at him immediately, it's awful hard not to get hit by this. The slide will also change slightly. Instead of leaping back once, he will now swing forward and back before launching himself across the ground. You can still stand in back to grab a red button when this slide wave attack is also more possible, with two waves going outward, two rows of Gordos falling, and he takes three hits, the shock waves and Gordos will come out in threes. Beating King Dedede will unlock Frigid Fjords. If you collect the King Dedede music

Frigid Fjords

To unlock this level, finish the King Dedede boss battle with enough beads to earn the Penguin patch.

These three cylindrical platforms will drop down after you jump on them, but you'll get just enough "yosh" to reach the speed boost power-up and nab the **penguin chest** item.

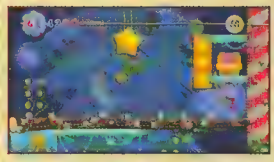
You'll have to hop across three consecutive triple-cylinder platforms in order to reach the **sleigh** treasure item; watch for the arcs of red beads to show you the best path.

Near the end of the stage, use a speed boost to blast through three snow-topped rock pillars. A row of orange beads will appear to guide you to the **Snow Land music** CD.

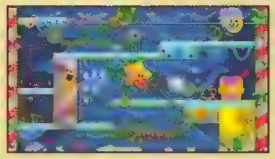
Evergreen Lift

Clear "Frigid Fjords" to unlock this level.

Evergreen Lift is a festive stage in which you ride on a tree-branch elevator. You control the elevator's movement to a certain extent by winding the button that hangs from the star above your head. Grab an arrow from one of the Bow Waddle Dees and throw it through these cloth blocks to access the **holiday tree** treasure patch.



You don't have to smash the cloth blocks adjacent to this treasure patch, because you can just jump up through the platform on which it stands. A **star wreath** lies within.

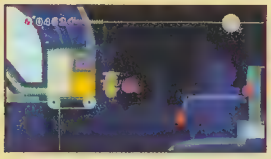


Only a snowball-throwing Waddle Dee stands between Kirby and the treasure patch containing the **Quilty Court music** CD.

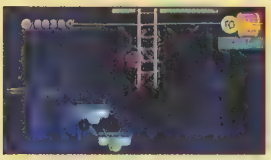
★SPACE LAND

Future City

In a neat mix of old-fashioned textures and futuristic technology, Future City features electric bolts that can be flattened into yarn platforms by pulling a button. After you clear the cloth blocks in front of the treasure patch pictured here, you'll need to stand on some of this flattened electricity in order to reach the **space monitor** contained inside.



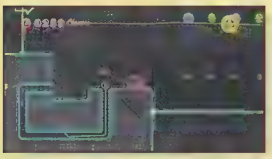
After a pleasure cruise in the Saucer Metamortex, you'll encounter this alcove with a denim block. It takes some skill to jump up and fling a rolled-up enemy at the cloth block below it, and you'll need a little luck to get into the alcove by jumping on the fallen denim block before a conveyor belt drops the block off the screen. If you don't make it up there before the denim block disappears, you can still reach the alcove with a dash-jump from the flattened electricity. A snake path within leads to a treasure patch with the **space table** behind it.



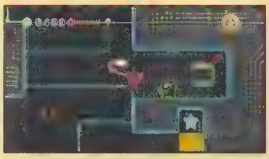
To get the **Future City music** CD, you'll have to make a precision jump from the roller coaster on the upper tracks just before the end of the stage.

Tube Town

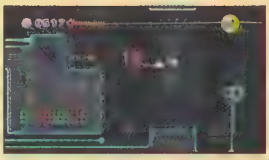
Roll up the nearby Waddle Doo and use it to smash this suspicious-looking cloth block. A button will be revealed; swing from it to reach the **digital clock** in a treasure patch at the upper left.



One of the game's trickier areas involves the Snip-Snap, a tiny enemy who follows you when you pass his little purple hiding space in the narrow snake tunnels. See that icon on the wall that looks like Bomberman's face? It's actually a power outlet, and if you lead a Snip-Snap to it, the Snip-Snap will plug in and flow current to activate a nearby waveform. If you get stuck in Tube Town, look for one of these outlets and try plugging in a Snip-Snap to see what changes in the environment. When you need to unplug a Snip-Snap, just tug on it with the yarn whip.



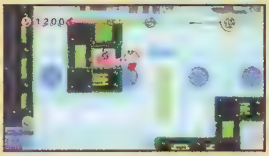
Look for an exclamation mark in the patch behind this Dandan. When you reveal it, the tab will attach itself to a section of the wall on the other side of the vertical waveform. Drop down to the ground, then wait for your chance to hitch a ride on the waveform to reach the secret patch. The **Tube Town music** CD is there.



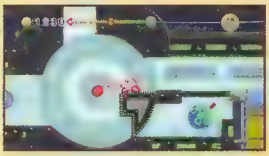
Keep an eye out for this button just before the waveform that leads to the end of the stage. If you use it to swing to the upper left, you'll find a treasure patch with the **circuitry rug** behind it.

Mysterious UFO

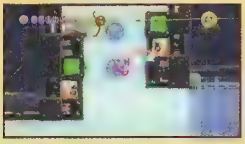
The Mysterious UFO stage has button switches in strategic locations that can activate and deactivate artificial gravity. After throwing the first switch to turn the gravity off, you'll have no problem jumping high up to reach the **communicator** treasure patch on the other side of these yarn blocks. Unfortunately, you can't smash blocks or enemies with Kirby's weight transformation until the gravity is switched back on!



Did you ever notice that the act of rolling up an enemy or object makes Kirby jump a tiny bit? This effect is greatly exaggerated when the gravity is switched off in the UFO. You can actually get a "wall jump" effect by whipping strategically placed objects...or the infinitely-regenerating Waddle Doos that appear in convenient wall spaces.



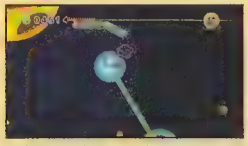
Whip this red button to move the obstacle on this circular plate into any of four different positions. The patch at the lower right has an exclamation mark that will attach itself to a window up above. Rotate the plate so you can jump up there, then peel off this special patch to find the **space food** item.



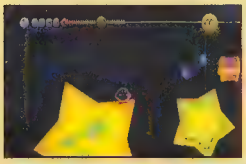
You'll need to use the low-gravity "wall jump" technique described previously to reach the **Space Land music** CD in a treasure patch up above this section. Roll up the Waddle Doo on the left, then quickly throw away the rolled-up yarn as you float up to grab the one on the right; this should propel you high enough to reach a ledge on either side.

Stellar Way

You'll find the dash jump to be useful in this stage, especially when you have to leap across stars, planetoids and machine gears that rotate in different directions. The **star candy** is one of the hardest treasure items to obtain; you practically have to defy gravity in order to jump across these spinning gears and reach the doorway in an upper left corner of the room.

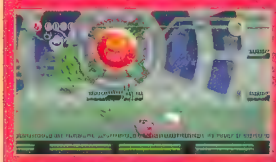


The **Stellar Way music** CD is also located in a very tough-to-reach area at the top of the room with the spinning gears. When you exit the room to the right, you'll see a large object with two spheres and two swinging buttons rotating around a central core. You'll need to stand on one of the spheres to reach this platform up above, then jump across to a moon and a star before pulling apart some yarn blocks and swinging from a button that leads to the treasure patch. Whew!



The treasure patch with the **rocket bed** is suspended over the smaller of two adjacent stars. They can be found to the lower right of the large purple planetoid with the protruding buildings.

BOSS: Meta Knight



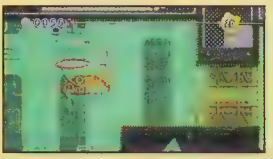
The Meta Knight battle will be your toughest challenge yet. He has access to four rocket swords, and each new sword has greater powers than the previous one. His first attack pattern is simple enough, alternating between a spinning slash while he's on the ground, and energy wave projectiles generated by the green sword while he's in the air. You can unravel the energy waves and throw them back at Meta Knight to stun him, then pull his red button to damage him. After the first hit, he'll switch to the blue sword, which generates homing energy waves in different directions. He'll still do the spinning slash on the ground, too. Roll up a ball, wave and hit him again to stun him, then pull his button for his second hit.

The purple sword is next, and it's unbelievably powerful. Instead of the spinning slash, he will now swipe the sword in a gigantic purple arc that literally covers a whole half of the screen. You'll be ashamed to be seen shivering with fear in the corner of the room—the only way you'll avoid taking a hit is if you cower like a scared rabbit against the edge of the screen. He will also jump above your head and plunge the sword straight down into the ground. You'll be picking up a lot of dropped beads in this boss fight! Catch a purple wave when he throws it, and turn him over. Now you can pull the stabber again to get beads.

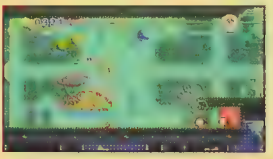
Meta Knight's fourth sword is red, and while it can also deliver a screen-filling slash, its homing energy wave attacks are accompanied by twin tornadoes that roll across the ceiling. Naturally, the ceiling just happens to be covered with dangerous spikes! If you haven't earned enough beads by this part of the fight, you might as well forget about unlocking the bonus stages—just stun him with a ranged red wave so you can pull his button and get it over with. Don't fear: the Meta Knight music continues to play even when you defeat him.

Moon Base

To unlock this level, finish the Meta Knight boss battle with enough beads to earn the Satellite patch.



Are you having trouble collecting the **cosmic bin** because the Tankbot can't jump high enough to reach it? Just because the Tankbot can't turn around doesn't mean that you can't jump backward from the ledge in front of you!

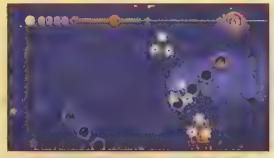


The **porthole** treasure item is just sitting out in the open in the hallway with flamethrowers on the ceiling. Don't mistake it for part of the background—jump up and grab it!

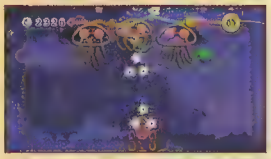
If you can't find the **Tankbot music** CD in the area with the falling meteors, then you're not paying attention because it's right in front of your face.

Outer Rings

Clear "Moon Base" to unlock this level.



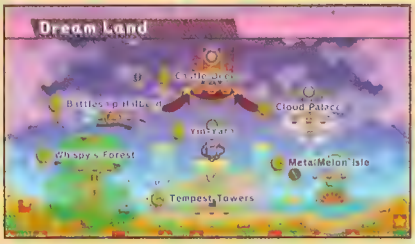
While you're blasting away with the Rocket Metamortex, watch for the **Saturn stand** to appear after you destroy eight Orbitflies near the beginning of the stage.



Shoot down all three of these Space Jellies and the last one will give up the **Saturn donuts** treasure item.

The **Outer Rings music** CD will be released after you destroy Space Kracko, the miniboss at the end of the stage.

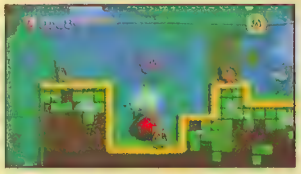
DREAM LAND



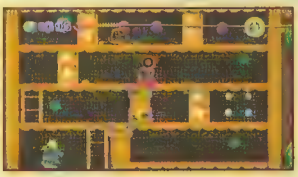
Whispy's Forest

Obtaining the **Whispy Woods** treasure item is a process that takes several steps. First, roll up an enemy and press **Down** on the D-pad to place it on the ground near this red button. After you pull the button and the platform descends, pick up the rolled-up enemy and jump up to throw it at the bomb blocks. This will clear a path to a doorway that drops you into an underground cavern.

At the bottom is a cannon that's similar to the rotating barrels in the *Donkey Kong Country* series. When you jump in, you have to press the **2** button to fire yourself out of the cannon at the exact instant when it's facing the direction in which you want to go. (It only fires in eight directions: up, down, left, right and the diagonals exactly in between them.) Watch the rotation closely and try not to fire at an angle, where you can be impaled by spikes. It helps to fire a few practice shots to the right side, just so you can get the timing down. You might get better results if you try to press the button when the cannon is in the position that's just *before* the one you want. In this case, since it's rotating in a clockwise direction and you want to go straight left, try to tap **2** when the cannon is pointing diagonally down/left. The natural delay from your finger to the button (and from the wireless Wii Remote to the console) will usually ensure that your aim is true. You'll blast through the wall of blocks to reach the treasure patch and a cache of beads.



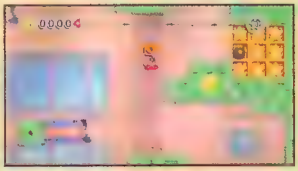
When you enter this cannon, fire Kirby straight up into the air. You'll land on a platform with a doorway that leads to a room with the **apple table** treasure patch inside. You'll have to jump on several springy platforms and avoid deadly cannonballs to retrieve it, but it's up there!



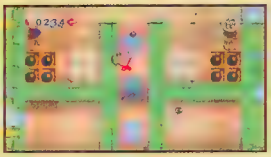
This area is tricky to navigate through—you have to keep reminding yourself that it's possible to jump up through platforms, but you can't jump back down. You *can* go down if there's a ladder, though…which is good news if you want to go through this doorway. It leads to a room filled with rotating cannons, dangerous spikes and a treasure patch with the **Green Greens music** CD.

Tempest Towers

Kirby's parachute form will allow him to float upward on the strong air currents in this stage. The door behind these blocks leads to the **bookcase** treasure patch; when you emerge on the other side, you'll have to pull a button, float across a gap and immobilize a Shotzo (by unraveling the yarn block beneath it) before you can claim your prize.



On the other side of the same room, you'll see this array of blocks just begging to be blasted open. Roll up an enemy and jump across the hanging banners as they shift left and right in the wind. A doorway will be revealed; it leads to a room with a treasure patch concealing the **pancakes** item.

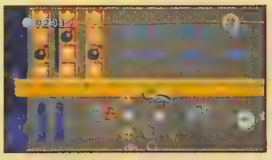


The bomb blocks on the left will reveal another door that leads to another room with a treasure patch. Use parachute form to drift up and down on the wind currents and pull the patch to earn the **Butter Building music** CD.

Cloud Palace

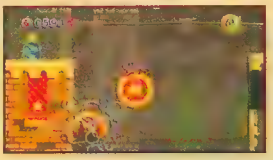
To obtain the **cloud rug**, you must bounce on these Boingers in order to reach a series of moving buttons high up above. When you use the weight transformation to drop on a Boinger, it will propel you much higher. Study the Boingers' movement patterns to see which one goes highest, then weight-bounce from that one and swing from the buttons to the treasure patch on the right.

Just after the area where Kracko attacks you with lightning, you'll find an array of floating buttons that move in elaborate patterns. Head to the right, but keep an eye out for a row of buttons that float up and to the left; they will lead you to a platform where you'll find the **bubbly soda** treasure patch.

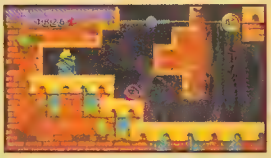


The Star Shooter Metamortex is similar to the Rocket in that you can just hold the **1** button down for rapid-fire. Watch for the section where you are forced to choose between two different paths; the **Bubbly Clouds music** CD can be found on the lower path.

Castle Dedede



Castle Dedede contains a series of doorways that lead to special rooms where you must fight hordes of specific enemies. Once you defeat all of the enemies in the room, an exclamation mark pull-tab will appear to create a patch that contains a treasure item or bonus star. The second of these doorways (pictured here) leads to a battle with two Bow Waddle Dees and rewards you with the **Castle Dedede** treasure item.

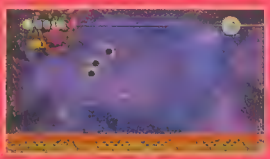


Pull the nearby blue button to access this doorway; it leads to another hidden room containing six UFOs. Defeat them all to find the hidden patch containing **Dedede's robe**.

This innocent-looking door leads to a room that contains one of the game's more unique challenges: the acquisition of the **Gourmet Race music** CD. There are seven Bombers inside, but two of them are in alcoves that can't be reached. It is possible to reach the upper platforms by jumping on the head of the Bomber on the center platform, but this is extremely difficult; you basically have to catch him at the exact moment when he's stretching his legs. Of course, this whole thing is a simple matter in two-player mode, since Kirby and Prince Fluff can stand on each other to achieve great heights. But if you're flying solo, you'll have a tough time getting those Bombers in the alcoves.

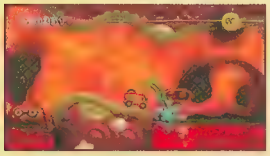
To take them out, you'll have to pick up the Bombers that you *can* reach and toss them into the alcoves to destroy their brothers. The one on the right is covered by a pair of cloth blocks, so you'll have to throw *two* Bombers at him—one to destroy the blocks, then another to destroy the Bomber below the blocks. The alcove on the left is not covered by blocks...but the gap that leads to the alcove is much smaller, so it's tough to squeeze a tossed Bomber in there. This is all very difficult, and it's made even harder by the fact that the Bombers explode so quickly after you roll them up. They can also be easily detonated by touching them or by using the vine whip near them—and when they explode, they may also detonate other Bombers above and below them! So, let's recap: Two of the Bombers can't be reached, and you need to throw three of the remaining five in order to destroy the unreachable two. But you are virtually guaranteed to accidentally blow up two or three of them while you're tiptoeing around. You can expect to restart this level a few dozen times before you actually get that treasure.

Yin-Yarn

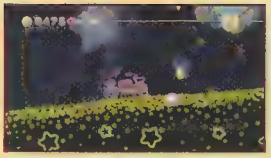


Meta Melon Isle

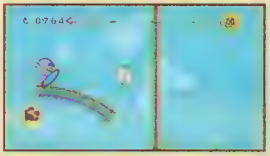
To unlock this level, finish the Yin-Yarn boss battle with enough beads to earn the Baseball Bat patch.



Blast this Embaconda with a steady stream of Fire Engine water to extinguish him. He'll give up the **palm chair** treasure item. You can also cool the lava in some parts of this area by spraying water on it; this will form a crust that makes it safe to cross.



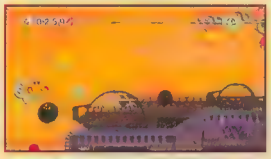
The **ice cream** item is floating near the ground in the area where you use the Train Metamortex. You don't even have to draw tracks to get it; just drive right up to it.



Look for the **Ice Cream Island music** CD up in the air right before the reel gate at the end of the stage. You can hop on a rainbow to reach it.

Battleship Halberd

Clear "Meta Melon Isle" to unlock this level.



Blow up this large cannon emplacement on the upper surface of the Halberd to find the **Galaxia sword** treasure item.

Lurking in the tunnels deep inside the Halberd, another large cannon will yield the **knight helmet** if you blast it apart before it passes.

Look for these two large cannon emplacements just before you enter the heart of the Halberd. The lower one contains the **Halberd music** CD.

THE LENGTH OF THE YARN

So you've beaten all of the bosses, watched the credits roll, unlocked all of the bonus stages and found all of the treasure items. What's left? About 100 different challenge stages, presented by the tenants in Dom Woole's apartment complex. You've also got tons of items and fabric to collect, and then there's the formidable challenge of collecting enough beads to earn a gold medal in every stage...

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Strategy Guide by Pat Reynolds

STAR WARS THE FORCE UNLEASHED II

Star Wars: The Force Unleashed ended with Darth Vader's secret apprentice, Starkiller, sacrificing everything to save the fledgling Rebel Alliance. With Starkiller's story of betrayal, redemption and sacrifice seemingly complete, the announcement of a sequel had fans wondering how LucasArts would resurrect the main character in order to continue his adventures. The answer lies in the cloning factories of Kamino, where Vader is working to build an army of Starkillers. When *The Force Unleashed II* begins, one of the clones that Vader has kept in captivity begins experiencing memories from Starkiller's past. Before Vader can execute him, the clone escapes, battling the Imperials on a quest to discover the truth about his—and Starkiller's—past and future.

FORCE ABILITIES

At the end of the original *Force Unleashed*, Starkiller was an incredibly powerful Jedi. You'll begin *The Force Unleashed II* with most of your force abilities intact, and you'll learn a handful of new powers throughout the course of the game. You'll earn experience which can be spent to upgrade Starkiller's powerful abilities. Each ability can be increased to a maximum of three ranks, with new ranks increasing the power, duration or number of targets affected. This section details each of these abilities and provides tips for getting the most out of each of them.

Saber

Rank 2: Lightsaber damage is increased. Combo attack is extended with an additional attack.
Rank 3: Lightsaber damage is increased. Saber Flourish attacks are unlocked.

Starkiller's combat prowess with his twin Lightsaber will be your main method of fighting and dispatching the hundreds of enemies you'll face throughout the adventure. Increasing this ability causes your saber attacks to inflict more damage on all enemies as well as causing your combo attacks to deliver more hits. Additionally, at full power your saber strikes have a very high chance of instantly killing weak enemies such as Stormtroopers.

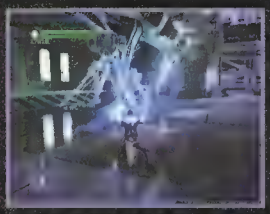
Force Push

Rank 2: Damage, power and area of effect are increased. Force Push can be used in rapid succession.
Rank 3: Damage, power and area of effect are increased.

This ability causes a wave of Force energy to blast forward from Starkiller's hands, knocking enemies and objects backward. You can follow Lightsaber attacks with this ability, adding an additional knockback effect that can clear enemies away and give you room to maneuver. Force Push is excellent when fighting enemies on bridges and catwalks, as it allows you to immediately take multiple enemies out of the battle by sending them over the sides.

Force Lightning

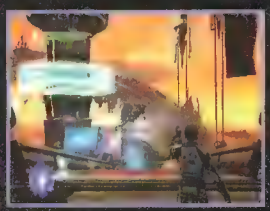
Rank 2: Stun time is increased. Lightning hits up to three enemies simultaneously.
Rank 3: Stun time is increased. Lightning hits up to five enemies simultaneously.



Shooting lightning from his fingertips, Starkiller can paralyze and damage enemies at great distances. Putting ranks into this ability increases the duration of the stun effect on biological enemies as well as allowing the lightning to jump to multiple nearby targets. Force Lightning is the ideal attack for dealing with the jetpack-wearing Jumptroopers.

Force Grip

Rank 2: Force Grip affects two enemies or objects simultaneously.
Rank 3: Force Grip affects three enemies or objects simultaneously.



Using the Force to levitate objects and enemies allows Starkiller to quickly clear out large groups of opponents with ease. Once held in a Force Grip, Starkiller has several options. He can use Force Lightning to charge up the gripped enemy or object, imbuing it with kinetic energy that will cause an explosion upon impact. He can also throw his Lightsabers to impale a gripped enemy. Finally, he can simply toss the enemy or object aside... or into a group of enemies.

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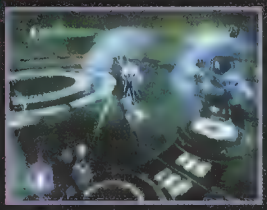
Mind Trick

Rank 2: Mind Trick affects two enemies simultaneously.
Rank 3: Mind Trick affects three enemies simultaneously.



The first of two new abilities in *The Force Unleashed II*, Mind Trick lets Starkiller cloud the minds of weak-willed opponents (Stormtroopers and their ilk). It will cause them to either attack their comrades or look for a quick exit from combat—generally over the side of a bridge, through a window or into an energy barrier. When fully powered up, Mind Trick can turn whole groups of enemies against one another.

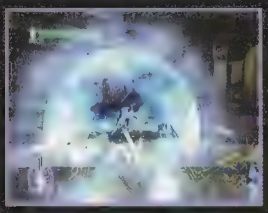
Saber Throw

Rank 2: Saber Throw damage is increased. Thrown sabers seek out additional enemies.
Rank 3: Saber Throw damage is increased. Saber seeking ability is greatly improved.

Starkiller's ability to throw his Lightsabers at his enemies has gotten more dangerous with the addition of a second blade. Adding ranks to this ability lets each Lightsaber seek out and attack a different target. When powered up, a single Saber Throw can cut through an entire squad of Stormtroopers before the weapon returns to Starkiller's hands.

Force Repulse

Rank 2: Power and damage are greatly increased. Weak or damaged enemies are destroyed by charged Force Repulse attacks.
Rank 3: Power and damage are greatly increased. Weak or damaged enemies are destroyed by Force Repulse attacks.



The second new ability, Force Repulse is a focused, omnidirectional burst of Force energy that hits, damages or outright disintegrates all nearby enemies. This attack can be charged, increasing the damage of the blast. Force Repulse is the best attack for dealing with the swarms of spider droids that begin showing later in the game.

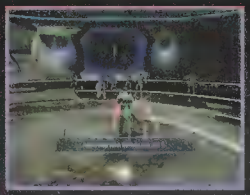
Force Fury

Starkiller has become so powerful in the Force that he can now channel his rage into his attacks, allowing him to take out even the toughest opponents quickly and with very little effort. The Force Fury meter fills as Starkiller fights, and once activated lets him power up his attacks for a short amount of time. Save it for fights against one or more of the large droids or AT-STs to

JEDI HOLOCRONS

As you play through the game, keep an eye out for large, glowing cubes. These are Jedi Holocrons, remnants of an era when Jedi numbered in the thousands throughout the galaxy. They contain valuable wisdom and information about the Jedi order, and will bestow upon Starkiller special bonuses. There are four types. Yellow Holocrons give you a large chunk of experience points. Blue Holocrons increase your maximum Force energy. Green Holocrons increase your maximum health. Red Holocrons contain Lightsaber crystals, allowing you to change the color and special effect of your saber blades. Holocrons can be hidden anywhere, and are often found behind destructible objects. Leave no stone unturned during your quest!

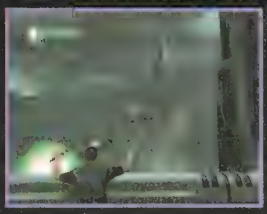
STAGE 1: KAMINO—THE ESCAPE



Stormtroopers are the most basic type of enemy you'll face throughout the game. They are extremely weak opponents without any form of defense against any of your abilities. They will fire their blaster rifles as you approach; hold the Block button to deflect their attacks until you get close enough to destroy them.

Imperial Riot Troopers wield energy staves and will block your Lightsaber attacks, including parry attempts. They can also recover fast enough to block your counter strike. However, for all of their melee prowess, they are completely defenseless against Force powers. The fastest way to deal with them is to use Force Grip to fling them into pits, or charge them with Force Lightning and then throw them into other enemies.

LEVEL 1: KAMINO—THE ESCAPE



TIE Fighters will make strafing runs as you traverse the outside walkways of this stage. Their blaster cannon fire is too powerful to be deflected with your Lightsabers, but Starkiller's mastery of the Force lets him grab and crush the pesky starfighters into scrap. Hold Force Grip to reduce a TIE Fighter to a ball of durasteel and then toss it at other incoming TIEs.

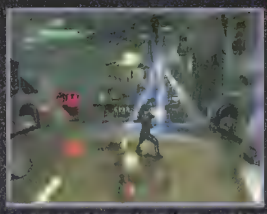
Shortly into this stage you'll learn a new Force power: Mind Trick. This ability will turn weak-minded enemies against each other, or cause them to seek out a method to end their lives. It's very useful against large groups of enemies.

The red force fields in the large open courtyard are deadly when touched, which you can use to your advantage. Force Grip enemies and toss them into the fields, or make use of your new Mind Trick ability—many of the Troopers will jump into the barriers and save you the trouble of fighting them at all.

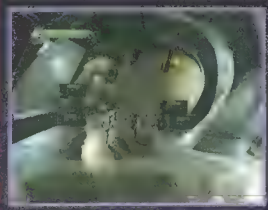
As you battle through the courtyard, the cannon on the upper level will attempt to lock on and blast you. Watch for the targeting light to turn red before the cannon fires. You can lure some of the tougher enemies in the area into the red targeting light and let the cannon blast them.

The Imperials will send out a War Droid to try to stop Starkiller when you reach the end of the force field courtyard. These hulking battle machines carry heavy shields that allow them to shrug off your attacks, so your first task whenever you face one is to get rid of the shield. Use Force Grip and follow the onscreen prompts to take away the droid's shield.

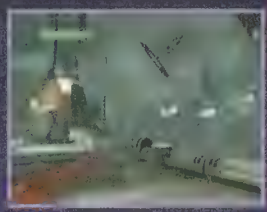
War Droids attack with streams of liquid carbonite, or by lobbing a condensed ball of carbonite that turns a patch of ground into a deadly trap. If you're caught in any of these attacks, you'll need to jam on the Force Push button to escape being frozen solid. You can use Force Grip to throw the carbonite balls back at the droid, temporarily freezing it solid. Hit it with Force Lightning or Lightsaber combos before it thaws to cause big damage.



Imperial Jumptroopers have increased agility thanks to their jetpacks. Their aerial abilities will allow them to avoid most thrown objects and recover from Force Grip throws. Unfortunately for them, a short burst of Force Lightning is all it takes to short out their jetpacks, sending them spiraling out of control.



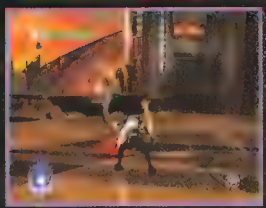
When the gunship begins destroying this walkway behind you, you'll need to dash to stay ahead of the carnage. Jumping and using the midair dash is recommended, as there are some crates and several unlucky Stormtroopers in your path and they can slow you down if you stay grounded.



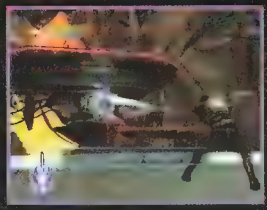
You can destroy the tower by throwing TIE Fighters into it—use Force Grip on the attacking TIEs and then slam them into the tower to cause damage. Once the tower falls, it will create a bridge that allows you to cross to the landing pad where Vader's TIE Fighter is parked.

Just before reaching the TIE Fighter, the Imperials will send their last-ditch effort to stop Starkiller from leaving Kamino. A pair of AT-STs followed by transports filled with Stormtroopers would normally be a serious threat, but Starkiller's Force Fury kicks in, powering up all of his Force abilities. With his supercharged powers, the AT-STs and swarms of Stormtroopers can be quickly and easily defeated.

STAGE 2: CATO NEIMOIDIA—THE EASTERN ARCH

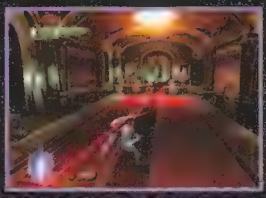


After fighting off the squad of Stormtroopers who meet you at the landing pad, you'll face the first AT-MP. These small, heavily armed walkers attack at long range by firing missiles. You can either block just before the missile hits to deflect it or use Force Grip to grab the missile and throw it back.

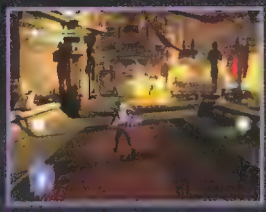


Starkiller will remember how to use the Saber Throw ability just when he needs to use it to lower some large platforms into place. Target the machinery beneath each platform and hit it with a Saber Throw to send the platform crashing down.

Sith Acolytes are resistant to your Force powers. They'll use their own Force abilities to keep Starkiller from getting close. Dash to get close between their attacks and use a grapple or Lightsaber combo to finish them off.



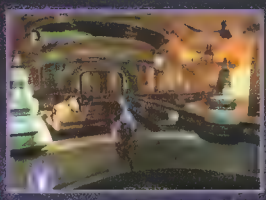
Scout Troopers are equipped with scoped blaster rifles that can cause heavy damage at extremely long ranges. Luckily for you, they broadcast their positions by using red laser sights, which become brighter just before the Trooper pulls the trigger. Jump or dash to avoid being hit. Whenever there are Scout Troopers in the area, make it your top priority to find and defeat them immediately. Once you get within Lightsaber reach, Scout Troopers are as easy to cut down as Stormtroopers.



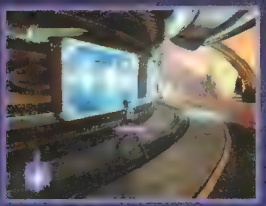
When you reach the first outdoor walkway, another AT-MP will greet you. This time you can get close to it and use Lightsaber attacks to cause damage, or hang back and deflect or Force Grip its missiles back to destroy it.

The red barriers require Starkiller to remain stationary while using Force Grip for a few seconds before they can be destroyed. Be sure that you've cleared the area of all enemies before attempting to bring down each barrier, or you'll be defenseless against attacks.

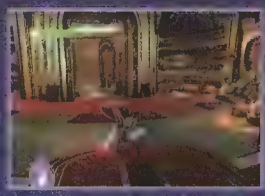
The Imperials will send three elevators filled with Stormtroopers down to the walkway. After defeating all of the enemies, use Force Grip to raise the middle elevator as high as it will go. Jump onto the elevator to the right, then hop up from there onto the middle elevator. Force Grip the last elevator and raise it up until it stops. From the last elevator, you can jump and dash across to the raised walkway.



This bridge is guarded by a pair of AT-MPs. Dash across the bridge, then head either left or right so you can deal with the walkers separately rather than having them both attacking from opposite sides. With the building in the middle, you'll be able to fight each of them without the other interfering.

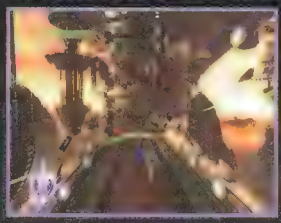


Property damage is a good way to earn some easy experience points. Look for any decorative objects, like statues or holoscreens, and blast them to collect free points! The Cato Neimoidia stages are filled with luxury items that can earn you a ton of experience.



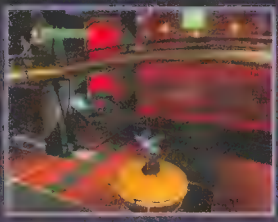
The elevator that brings in a group of Riot Troopers and Sith Acolytes will take you to the next area of the stage, but only after you've defeated all of the enemies in the area. If the elevator isn't activated when you step inside, head back outside and search around for any enemies who might have wandered away. Once there are no threats left in the area, you can ride the elevator up to the next part of the stage.

STAGE 2: CATO NEIMOIDIA–THE EASTERN ARCH

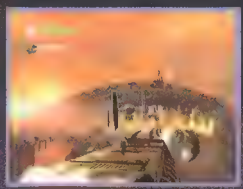


The Baron will appear in his gunship and begin blasting apart the bridge. You'll need to stay ahead of the crumbing walkway in order to survive. Jump and dash to clear the obstacles and Troopers on the bridge.

Fighting the War Droid in the foggy gambling hall is made difficult due to the poor visibility. Trust in the Force—pick up and throw objects into the fog and they'll connect with the lumbering droid even though you can't see it. Don't forget to take away the War Droid's shield before you start attacking it, though.

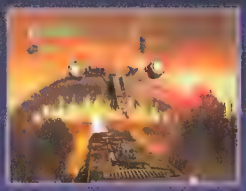


In the gambling rooms, you'll be targeted by Scout Troopers sniping at you from the second level walkways. Jump onto the pedestal in the middle of the room in order to reach the walkway and eliminate the Scouts.



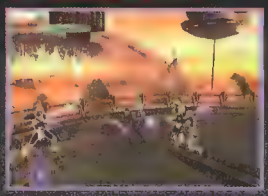
On the tram car, use Force Grip or Force Lightning to destroy the attacking TIE Fighters before they can do serious damage to your ride. If you Force Grip the lead TIE in each formation, its wingmen will often collide into it, destroying all of the starfighters without using much Force energy.

The dozens of gambling machines lining the walls can be used as handy projectiles against the AT-MPs. Force Grip a machine, zap it with Force Lightning, and then throw it at the walker to inflict some heavy damage.

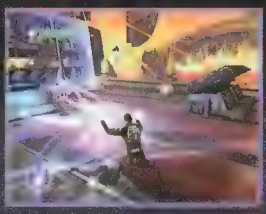


It's time to face off against the gunship that has hounded you throughout the stage. Stay near the back of the tram to avoid the mines, and time your blocks to deflect the missiles back at the gunship. After several missile hits, the gunship will go down in flames as the tram car reaches its destination at the Western arch of Cato Neimoidia.

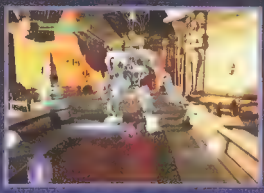
STAGE 3: CATO NEIMOIDIA–THE WESTERN ARCH



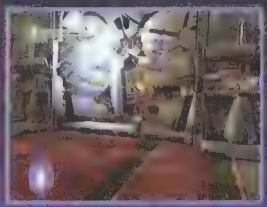
As you get further into your mission on Cato Neimoidia, the Empire will start throwing even larger groups of Troopers at Starkiller, hoping to get lucky and end his rampage. When faced with mixed groups of enemies, try to take out the Scout Troopers first, followed by the Riot Troopers and Jumptroopers.



A final effort to keep Starkiller out, this series of heavily fortified and defended walls will be all that stands between you and the arena. Each wall is protected by a force barrier that will remain active until all enemies in the immediate area have been defeated.



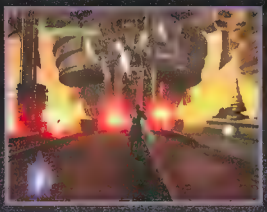
A pair of War Droids will be sent out to attack as you near the end of the stage. As long as you don't advance too far forward, you can fight them one at a time, the droid further back will wait its turn. Try to use ranged attacks (Force Lightning and Saber Throw) to weaken the droid until you can move in for the finishing attack.



When the force barrier goes down, approach the wall and charge up a Force Push to blast your way through. The defenses will get heavier, with more aggressive enemies guarding each wall. Clear them out and blast through the [illegible] and head on to the [illegible] arena.

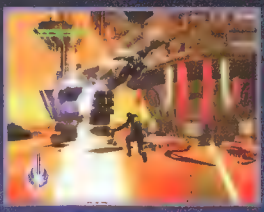
STAGE 3: CATO NEIMOIDIA—THE WESTERN ARCH

The Baron won't let Starkiller into the arena without a fight. You'll need to defeat his heavily armed gunship before continuing forward. The gunship has two attacks. The first is a heavy blaster cannon that can't be blocked or deflected. Stand behind the barricade walls to avoid taking damage from this attack. The gunship will chip away at the barricades—move to a different barricade if yours begins to fall apart.



When the gunship stops firing the blaster cannon, dash forward and hit it with a Saber Throw. Now the gunship will begin its second attack: the standard missiles you've seen before from previous gunships and walkers. Deflect them back to damage the gunship. It will sometimes fire a spread of four missiles simultaneously. Position yourself between two of the missiles and you'll be able to deflect them both back, causing extra damage.

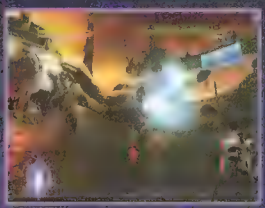
After a few waves of missiles, an onscreen prompt will appear, allowing you to use Force Push to slam the gunship into the nearby structure for big damage. After this, the gunship will begin firing the blaster cannon again, so seek shelter and repeat the process until the Baron is defeated for good.



STAGE 4: CATO NEIMOIDIA—THE TARKO-SE ARENA

The Gorog is an enormous monster that Starkiller can't hope to defeat without some help from his environment as well as a healthy dose of luck. During the first phase of this battle, the giant beast has two main forms of attack. Watch for the glowing red circles on the floor—the Gorog is going to slam a massive fist down on that spot and you don't want to be standing there when it happens.

The second attack to watch for is an arm sweep that begins with the Gorog laying one arm down on either side of the arena before sliding it across the ground. Double-jump to clear this attack without taking damage.

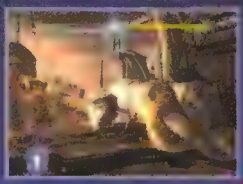


Starkiller can't damage the Gorog from his position on the arena floor. Instead, he must find a way to restrain the beast. Use Force Lightning on the creatures shackled wrists. Eventually, the Gorog will slam a fist down and leave it there for a few seconds—attack the shackle with Lightning or lightsaber strikes, then follow the prompt to Force Push the shackle back into place, restraining one of the Gorog's arms. Repeat the process with the other arm.

With both arms held firm by the shackles, open up on the Gorog's collar with Force Lightning, then follow the prompts to slam its head into the ground, which will finally cause some damage to the monster. The Gorog will break free of the chains after your attack. Now, repeat the whole process once more. This time, another button-pressing minigame will follow Starkiller's attacks, switching the battle into the second phase.

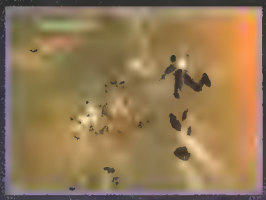
The now-freed Gorog will go on a rampage of destruction, smashing through parts of the arena as it tries to smash Starkiller. The Imperial troopers caught in the middle won't know whether to attack the Gorog or Starkiller, allowing you to make short work of them. Jump over the Gorog's attacking fists as you continue along the walkway.

Blast the Gorog with Force Lightning and he'll eventually grab the right side of the walkway. If you attack his hand before he can withdraw it, he'll smash an opening for Starkiller to move through.



STAGE 4: CATO NEIMOIDIA—THE TARKO-SE ARENA

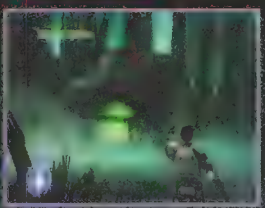
Climb to the top of the structure and attack the Gorog's hand to get him to let go. The Gorog will drop back down to the lower level and you'll need to repeat the last two sections of the battle—the walkway fight and then attacking his hand on top of the tower—before moving into the third phase of the fight.



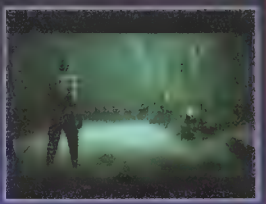
Charge up your dash to get close to the free-falling Gorog. While dashing, Starkiller will blast through smaller rubble and debris without taking damage, but you will need to steer around the larger chunks of the arena.

Once you've closed the distance to the Gorog, aim for its massive head and hit it with your Lightsabers or Force Lightning to inflict damage. After the Gorog breaks away from you, repeat the process of dashing to catch up to the beast and attacking it until you've finally depleted its health for good. Starkiller and General Kota will make a narrow escape and leave the collapsing Cato Neimoidia behind.

STAGE 5: DAGOBAH



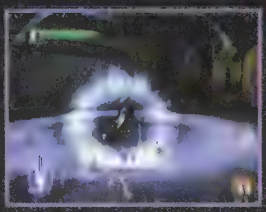
Starkiller's visit to Dagobah barely constitutes an actual stage of the game, but there are a lot of Holocrons to collect before meeting up with Yoda. Four of the Holocrons are right out in the open, while the other two are hidden beneath large boulders that can be lifted out of the way with Force Grip. Look for the first of those rocks behind you and at the start of the stage.



Head forward until you reach a clearing with a highly recognizable former Jedi Master waiting for you near the entrance to a dark cavern. Starkiller must enter this Dark Side cave in order to gain some insight into his future. When Starkiller's vision is over, you'll be ready to leave Dagobah to meet up with the Rebel alliance fleet.

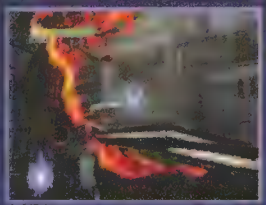
STAGE 6: THE SALVATION—ABOARD THE SALVATION

Many of the doors aboard the Salvation have lost their power cores. Before they'll open, you'll need to replace the core into its socket near the door, then charge it up with Force Lightning. If a door can't be opened, look around the area for a loose power core.



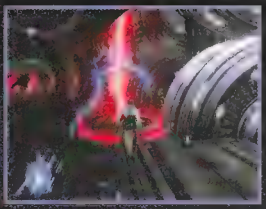
The spider droid is a new type of enemy that attacks in large numbers and can quickly wear down your health. Starkiller will remember his final ability just after encountering spider droids for the first time. Force Repulse is an area effect shockwave that can dispatch even the largest groups of enemies. Use it whenever you get surrounded by lots of opponents.

Terror Troopers are another new opponent. They attack alone or in small groups, using invisibility and quick movement speed to avoid your attacks. The only way to defeat them is to wait for them to appear, then quickly hit them with Force Lightning or Mind Trick. Both of these attacks will stun the Terror Troopers, rendering them temporarily unable to vanish. Use your best Lightsaber combo to finish each Terror Trooper while it's stunned.



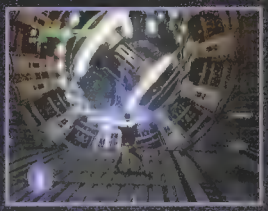
To activate the doorway at the end of the series of platforms, you'll need to use Force Grip to levitate the power core from the alcove across the chasm. Carefully maneuver the core up, across the pit and into the opening with the door, then jump across and use the core to power up the door.

STAGE 6: THE SALVATION—ABOARD THE SALVATION

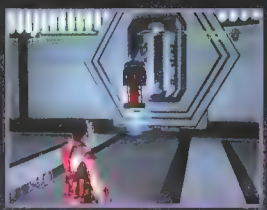


Navigating the engine rooms of the Salvation is made difficult by the array of energy beams and other hazards. Wait for these beams to disappear before quickly dashing across to the next safe spot.

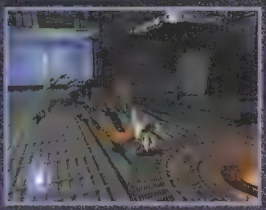
When all four cylinders are raised, a power surge from the core will knock out the Terror Walker's shielding. Now is the time to attack. Use Force Fury if you have it stored up, or hit it with your strongest abilities.



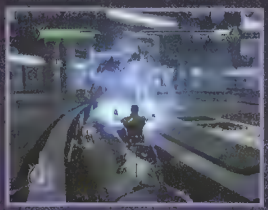
The spinning pistons will need to be stopped before you can get to the other side. Use Force Grip to bring them to a halt, allowing you to safely cross.



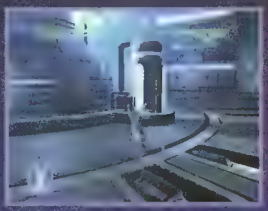
After taking some damage, the Terror Walker's shielding will be reactivated. Look around the outer wall of the room, you'll find small power cores that need to be lifted into their wall sockets and then charged with Force Lightning. Once all of these cores are active, a second power surge will take down the Terror Walker's shields.



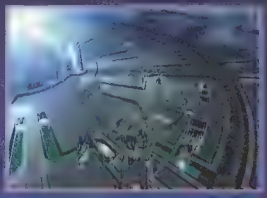
After leaving the engine room, you'll face a new threat: Terror Droids. These hulking attack droids strike with their long, bladed forearms. Let them get close and attack, then dash out of the way—the Terror Droids' blades will get stuck in the ground, allowing you to attack them freely.



Begin attacking the Terror Walker again, while fending off the attacking spider droids and Terror Troopers. Stay on the move to avoid the large droid's laser attack. After you deal out a significant chunk of damage to the Terror Walker, it will crash to the ground as Starkiller jumps on board to take direct control of the droid.

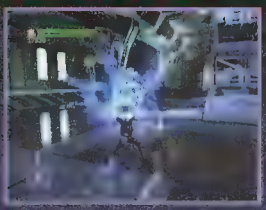


The Terror Walker is the reason for all of the internal damage you've been seeing throughout the ship. It's protected by a powerful force field that prevents all damage. Before you can fight the giant droid, you'll need to figure out how to take down the force field. Luckily, there is a large power core in the center of the room. Look for the cylinders around the edge of the core and use Force Grip to raise them up until they lock into place.

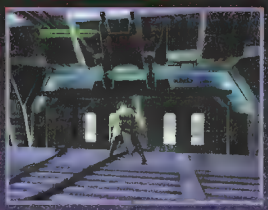


Use the Terror Walker to fight off the attacking Terror Droids. When all of the enemies are defeated, maneuver the oversized spider droid into the power core at the center of the room to fry its circuitry for good.

STAGE 7: THE SALVATION—THE BATTLE FOR THE SALVATION



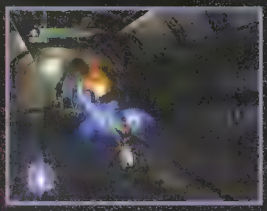
You will be tasked with repelling the invading Imperial forces in the Salvation's hangar. Waves of increasingly more powerful enemies will arrive in boarding ships. You'll need to quickly eliminate each wave of enemies to keep the Salvation safe. By now you know how to deal with every type of enemy in the game. Prioritize the most dangerous opponents like Scout Troopers and ATSTs and take them out first.



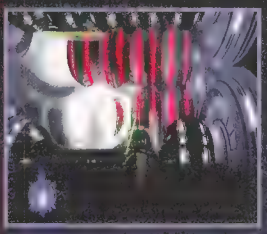
When all of the invaders have been defeated, jump onto the scaffolding in the middle of the hangar bay and use Force Grip to detach the landing claws from each of the boarding vessels. With the hangar safe, you can start heading toward the bridge of the Salvation.

STAGE 7: THE SALVATION—THE BATTLE FOR THE SALVATION

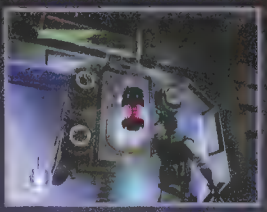
You'll cross another engine room area. This time, you'll need to deactivate electrical charges from the spinning turbines. Look for nearby loose objects to lift and place between the beams to shut them down.



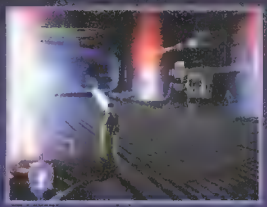
Incinerator War Droids fight in the same way as the carbonite-equipped ones you've faced before, except that they attack with fire. Redirect the fireballs back at them and use Force Lightning and Lightsaber combos to defeat them. Try not to get hit by their flamethrower attack, as this will set Starkiller ablaze and cause a lot of damage over a short period of time.



The red objects throughout the engine compartment are unstable and will explode when zapped with Force Lightning. There are several areas where they will block your path forward, so hit them with Lightning whenever you encounter them.



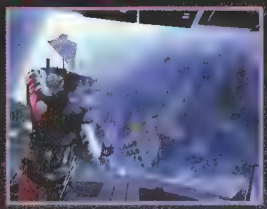
The blaster cannon emplacements use the same power cores as the doors on the Salvation. Remove the core from this cannon and place it into the nearby door, then charge it with Force Lightning to open the door.



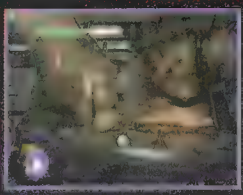
In this chamber, you'll need to battle against a large group of mixed enemies while also keeping an eye on the flame vents in the floor. You can use them to lure enemies (or simply Force Grip and hold enemies over them), but you'll want to be careful not to stand on them during the fight.

Grab the power core from the functional cannon in the next room and place it into the disabled cannon on the floor. Hit the cannon with Force Lightning to fire it, blasting through the sealed door.

STAGE 8: KAMINO—THE RETURN



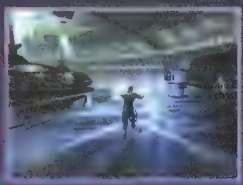
As the Salvation hurtles toward the planet Kamino, you'll need to follow the onscreen prompts to clear the debris from the space battle out of its way.



Before you can clear out the large debris wall blocking your way, you'll need to deal with the pair of blaster cannons on either side. Get close to them and follow the prompt to use Force Grip to bend their barrels, rendering them inoperative.

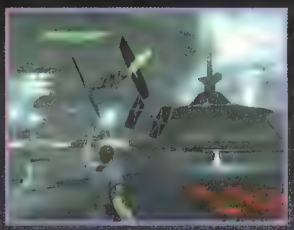
This free-fall section is similar to the ones you've faced before. Use Force Lightning and Force Push to blast through any obstacles in your way, including the swarm of TIE Fighters that follow in the wake of the Salvation's crash landing.

Sith Saber Guards are the opposite of the Sith Acolytes. They are skilled with twin Lightsabers and their melee combat ability is impressive, but they are susceptible to your Force abilities. They also cannot defend against your grabs.

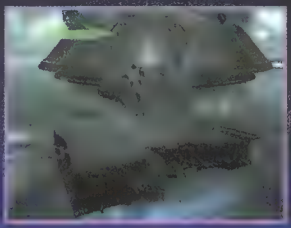


You'll find General Kota pinned down by a group of Scout Troopers on your side of the installation. After defeating the War Droid, make your way to the walkway with the Scouts and quickly defeat them so that the General and his squad can continue forward.

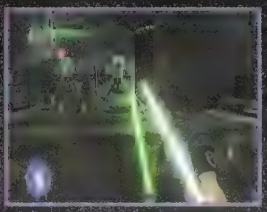
STAGE 8: KAMINO—THE RETURN



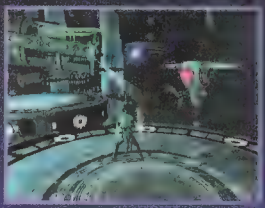
Gunships will arrive to attack General Kota. Use Force Grip on the TIE Fighters attacking your position and fling them into the gunships.



Use Force Grip to lower your end of the ruined bridge, then jump and dash across the chunks of bridge that are held in place by General Kota.

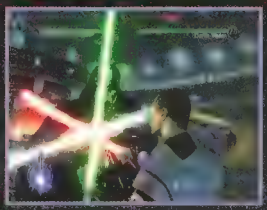


On the outdoor walkways, the Empire will throw everything it has left into Starkiller's path. Terror Droids, multiple AT-MPs...you name it, it's here and it's trying to stop Starkiller before he can reach his goal. Advance carefully and use the tried-and-true tactics for defeating each enemy type.

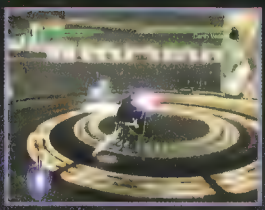


The cloning facility is a long, vertical chamber that must be carefully ascended by navigating a series of moving platforms, bridges and hovering droids. Watch your footing and time your jumps carefully here—one wrong move will send you plummeting to the bottom of the room. When you reach the top, prepare for the final confrontation against Darth Vader.

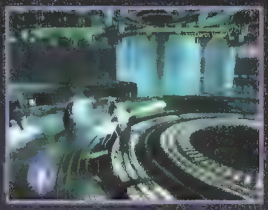
STAGE 9: KAMINO—THE CONFRONTATION



Starkiller and Vader are evenly matched in their Lightsaber skills and will often clash blades during their epic final showdown. Follow the onscreen prompts to survive these moments and continue the battle.



Starkiller might be Vader's equal in Lightsaber sparring, but your Force powers won't work on him, at least not during this phase of the battle. Vader's mastery of the Force is complete; he'll stand fast against Force Push and send your Force Lightning back at you. It's best to rely on Lightsaber attacks to damage the dark lord of the Sith.



You won't be facing only Darth Vader during this battle—after each bout of Lightsaber sparring, Vader will release several clones onto the platform. These unfinished and imperfect Starkiller replicas are extremely susceptible to Mind Trick as well as your other Force powers. Keep an eye on Vader during these skirmishes—if he jumps to a different platform, you'll want to follow him immediately to stay on the same platform as him. He has a nasty habit of destroying your platform if you remain behind to fight the clones while he moves forward.

When you eventually drain Vader's health, he'll retreat from the cloning chamber with Starkiller in hot pursuit. Fueled by rage and hatred for Vader, Starkiller will enter permanent Force Fury mode for the second phase of the battle.

When Vader retreats and begins throwing cloning tubes at you, use Force Grip to send them right back. Wait for a platform to drop into place, allowing you to reach Vader's platform and continue the fight.

Defeating Vader now is simply a matter of following the prompts during the Lightsaber locks. Attack Vader relentlessly until you lock sabers, then watch for the button prompts and quickly input them. With Vader finally defeated, you'll be given one final choice to decide his fate. Will you choose to follow the path of the Light Side or the Dark Side?

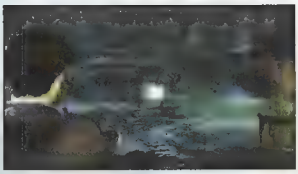
Harry Potter and the Deathly Hallows Part 1 The Videogame

Strategy Guide by Anatole Brown

Harry Potter and the Deathly Hallows: Part 1 **is the first of two games based on the two-part finale of the epic *Harry Potter* saga. *Part 2* of the video game will be released in the summer of 2011, the same date when the final *Harry Potter* movie hits theaters. Like the characters in the movie, the fans of the *Harry Potter* series have grown up, so EA decided to go beyond the kid-friendly adventure and deliver an edgier style of play. The result is a third-person wand shooter that can actually be quite challenging even for a seasoned gamer. In this guide, we'll give you tips on how to take on the relentless Death Eaters and Dementors while also revealing the locations of those hard-to-find items in your Collectables list.**

CASTING SPELLS

Pause the game at any time to view Harry's experience level as you progress in the game. As Harry levels up, he will learn new and more powerful spells. Note that some spells are acquired during special events in the story. It is highly recommended to use the Spell Wheel instead of using the quick-scroll function during the heat of battle. This will pause the action on screen and make selecting a spell much easier. You'll find that Stupefy is more than enough to get you through the majority of the game.

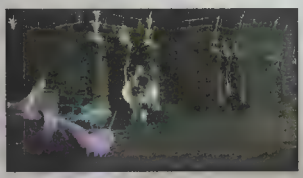


Stupefy (Default)—An accurate projectile that can be fired in rapid succession (zero recovery time). Harry's primary offensive weapon.

Four-Points (Default)—Creates a magical vapor trail that leads to Harry's next objective. If you're lost, cast and scan your surroundings to see where it goes.

Protego (Default)—Creates a magical shield that deflects projectiles back at the enemy. Use when Harry is running low on health (the screen will start to go black and white) so he can recover.

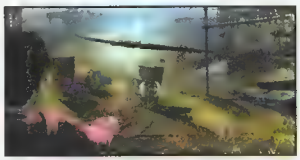
Impedimenta (Level 3)—Stuns the enemy. Powerful in the early stages of the game, but loses its effectiveness on stronger foes.



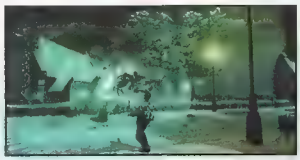
Petrificus Totalus (Level 5)—Casts a binding spell on enemies, immobilizing them completely. The effect is only temporary.

Confundo (Level 7)—Temporarily confuses the target to fight on your side.

Expelliarmus (Level 10)—Disarms enemies (removes their wand). Can also deliver a one-hit kill. Must be charged before firing and takes time to recharge between castings. Disarmed enemies will come charging at Harry, so use it sparingly.



Wingardium Leviosa (Level 11)—Harry's version of the Gravity Gun. Lift objects and move them around in the air. Release to throw at enemies. Objects can be used as cover.



Expecto Patronum ("Kreacher's Tale" event)—Used exclusively against Dementors. Tap and hold the button to increase the size of the attack sphere when Dementors are flying overhead. Can be cast in succession.

Expulso ("Might is Magic" event)—Casts a flurry of projectiles at the target, leading to incapacitation. Recovery time can be a bit slow.

Confringo ("The Goblin's Revenge" event)—Casts a massive explosive blast that annihilates the target's surroundings. Can be used against boulders that block Harry's path. It has the longest recovery time out of all the spells and can knock Harry on his back if the blast is too close. Use sparingly in combat situations.

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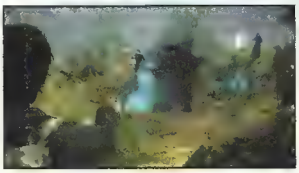
COMBAT POTIONS

In addition to the numerous healing and protection potions, Harry will also collect vials that can be used in combat. Like grenades in a first-person shooter, you have to be careful when tossing one of these or its effects can nail you as well. Use of these potions is vital in taking on large crowds of enemies; you can't do it with the wand alone.

Doxycide—Temporarily freezes pesky Doxies in mid-air, allowing you to shoot them. This potion is ineffective against all other enemies.

Garrotting Gas—Temporarily chokes and immobilizes enemy wizards with a toxic cloud. Can also instantly eradicate any nearby critters like Doxies or spiders. Can choke Harry and friends as well, so throw at a distant target.

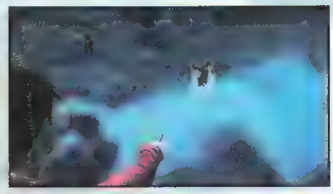


Exploding Potion—Harry's version of the grenade. Make sure you have a clear path when tossing one of these bad boys or you may get blasted. Can take out a maximum of two wizards at a time.

Peruvian Instant Darkness Powder—Temporary blinds enemies in the vicinity with a dark cloud, reducing their casting accuracy.

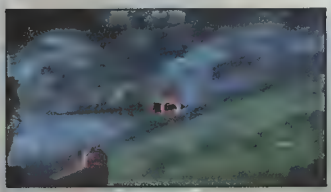
WALKTHROUGH

The Seven Potters



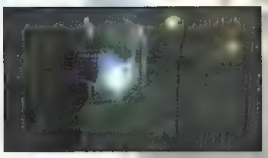
Riding on the sidecar of Hagrid's bike, your job is to shoot down the pursing Death Eaters. Target the enemy with the Aim function (the reticule will turn red) and immediately fire a couple of blasts of Stupefy before he moves away. It's a little tricky at first, but once you get the seek-aim-fire pattern down, the core gameplay should start to feel natural.

When Hagrid touches ground on the freeway, look toward the sky to find the pursuing Death Eaters. When you enter the tunnel, Hagrid will take to the air…but Death Eaters will continue to follow, so stay alert.



Eventually Voldemort will join the chase. Blast him as much as you can when flies up close to the bike. Occasionally he will drop back, allowing you to fire against the left-over enemies, but your prime focus should be on Voldemort. When he takes enough hits, a cutscene will play.

The Wedding



Outside at the wedding party, speak to Hermione and you will be prompted to cast Four-Points. The vapor trail will lead you to Xenophilius Lovegood; he will tell you to find Mr. Weasley. Casting Four-Points will lead you to a road out of the wedding grounds. Note that Harry will be able to run now. You can use the Sprint button to gain even more speed.

After speaking to Mr. Weasley at the cabin, the wedding will be attacked. During this battle, you will learn how to cast Protego for shielding and how to use objects in the environment for cover. Once you get comfortable with the aiming system, you'll notice that enemies have two target points: the head and the body. Headshots are the ideal way to go, since they kill enemies quicker, but it takes a bit more skill when trying to lock on. Pick up any potions that enemies leave behind. You will likely move up to Level 3 and unlock the Impedimenta spell during this battle.

A Place to Hide

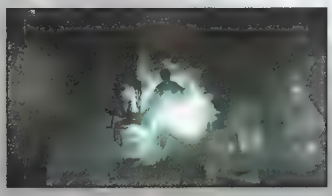
Harry and friends are suddenly zapped to the streets of London, but Ron's suspicious that Death Eaters are lurking in disguise. He wants you to check out the newspaper vendor across the street. When you don the Invisibility Cloak, make sure that you don't bump into anyone or you will fail the mission. Pedestrians can suddenly move, stop, turn around or even appear out of thin air, so proceed with extreme caution. Also, pay attention to the Cloak meter on the bottom left; the more you move, the faster the Cloak will wear off. Standing still will replenish the meter, but not if you're standing too close to someone.

After confirming that the vendor is just a regular guy, Ron will get paranoid about the lady by the club. Carefully make your way over there and report back to Ron that everything's kosher. Hermione suggests heading over to the café to regroup. Cast Four-Points for directions (for some reason, the Cloak is not necessary anymore).

At Luchino Café, a wand battle will break out. At this point, Stupefy and Impedimenta deliver about the same degree of damage. The shooting gallery-style setup is a great opportunity to test out headshots and throwing potions. Defeat four Death Eaters and a cutscene will play.

Kreacher's Tale

At Grimmauld's place, the game inexplicably goes into first-person view, but the controls are still the same. Go downstairs to the basement kitchen and you'll see Doxies hovering around the armchair. Quickly grab the glowing Doxycide potion and select it as a weapon. Aim and toss the potion at the Doxies—they will freeze in midair, allowing you to pick them off easily with Stupefy. A second wave of Doxies will appear by the shelves, where another Doxycide potion will appear. A final wave will come barging through the door. At this point, you will likely unlock Petrificus Totalus when Harry hits Level 5.



As you go back up the stairway, you will be able to access the door to the left. Inside is a suitcase on the dining table with the first Collectable item: **Potterwatch—"Pals of Potter."** Go up to the second-floor bedroom and another swarm of Doxies will attack. Rejoin Ron and Hermione and they will suggest looking for Kreacher; he can be found easily in the basement kitchen. After a short cutscene, give him the locket. The door by the stairway on the first floor will now be accessible. Examine the wardrobe and a Dementor will appear! Cast Expecto Patronum repeatedly until it flees.

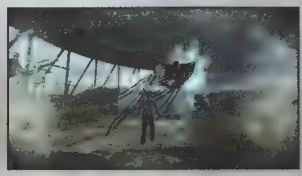
Go down to the kitchen to investigate the "crash sound" and you'll see Mundungus trying to escape. Use Stupefy to stop him from warping from one side of the kitchen to the other. After the cutscene, talk to Hermione and the game will present you with three Encounter missions: The Abandoned Substation, The Ruins and The Dark Caves. You can tackle each Encounter in any order, but once the choice is made, you cannot come back to the selection menu until a mission is completed.

The Abandoned Substation

For this mission, you'll need to rescue five Muggle-Borns. Just after rescuing the first hostage, check around the small building ruins before you cross the fence and take on the next set of enemies. You will find the first **Deathly Hallows Symbol**.

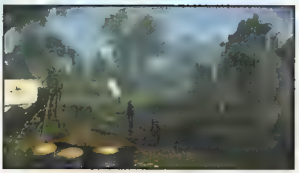
In the next factory yard area, use the various objects in the environment for cover as much as possible. The wand shooting will start to get relentless here; getting caught in the crossfire is almost sure death. By this point, you'll notice that strafing and shooting is a very effective strategy, as in a traditional first-person shooter game.

Enter the abandoned warehouse and clear it out. There is a case on the second floor with **Potterwatch—"Just Your Luck!"** inside. Free the paralyzed Muggle-Born on the first floor. Beware of the enemy high on the rafters as you head back outside.



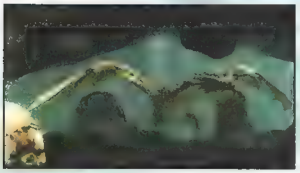
As you pass under the giant factory tower, Dementors will be guarding the third Muggle-born. Try to take them out before proceeding or they will follow you to the next set of Death Eaters, forcing you to fight both at the same time. In the final tower, the last two hostages can be found together. Free them quickly to end the first mission.

The Ruins

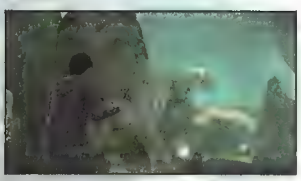


After defeating the enemies along the short entry path, fellow wizards will join you in battle around the ruins. There is a **Deathly Hallows Symbol** behind one of the tents and a case inside the ruins containing **The Quibbler—"Crumple-horned Snorkack Sighting!"** Kill all the enemies before five Muggles are captured. Confundo will be unlocked at Level 7.

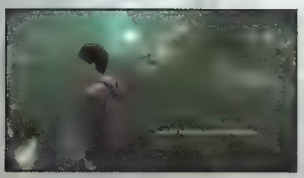
The Dark Caves



Don't bother attacking the dragon, since there's no way to kill it. Use the stalagmites as cover from the dragon's fiery breath. Navigate around the rocks by casting Four-Points and continue into the next cavern. The dragon will move to the next area, where you'll find a conveniently placed Fire Protection Potion lying in the open. Consuming the potion will give you temporary invincibility against the fire, allowing you to dash through to the next area.



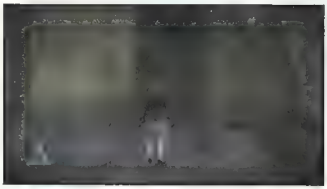
After dispensing a few enemies along the path, the dragon will appear for a third time. Again, another Fire Protection Potion can be picked up to help you escape. Don't forget to grab **The Daily Prophet—"Albus Dumbledore Remembered"** in the case on the ground as you head to the next cavern.



Pass the dragon for the fourth time. Where the road splits, you will find another case with **Potterwatch—"An Unsavory Appointment."** Reach the end of the cave and you're done. After all Encounters are completed, you will rejoin Harry's friends.

Magic Is Might

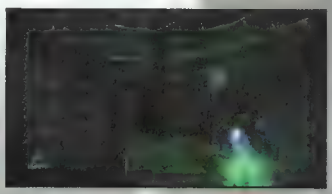
Put on the Invisibility Cloak and carefully follow Reg Cattermole. When he steps into the alley, wait until he's isolated and zap him in the back of the head (the reticule will go automatically to the head coming out of the Cloak). Pick up the Polyjuice he leaves behind and quickly re-Cloak. You'll find **The Daily Prophet—"Announcements"** in the corner of the alley.



Next, follow Mafalda Hopkirk. When she stops to talk to another lady in the alley, take both of them down and grab the second Polyjuice. Around the corner in the courtyard area, you'll find **Potterwatch—"Blackout!"**

The next victim, Albert Runcorn, must be dispensed quickly before he reaches the black car. You may have to risk being exposed, as he will not venture into isolated territory. Pick up the last Polyjuice potion and head back to Ron and Hermione to drink the completed mixture. Once you're in disguise, cast Four-Points and head to the subway restroom.

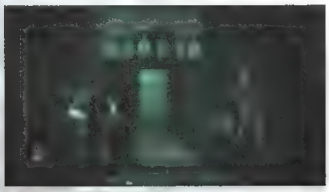
In the next area, just before you walk out of the green hallway into the courtyard with the Harry Potter "wanted" poster, look to the left and you will find the **Deathly Hallows Symbol** tucked away in the corner. After the cutscene at the lifts, you will be separated from Ron and Hermione. Cast Four-Points to find the Security Office.



The Polyjuice Potion will wear off as you head through the tunnel, so you'll need to don the Cloak. Move very slowly into the office; there are some busybodies here! At the far right end of the office is the case with **The Daily Prophet—"Ministry Move To Protect Wizards"** inside. On the left side of the office near the desks, you'll learn that the middle lift goes to Level One. Exit and return to the lifts.

The pedestrians are very active on Level One, so study their movements before committing to move. You can duck into rooms to replenish the Cloak if you need to. In the next area with many typewriters, look near the crates marked with "M" for **The Daily Prophet—"Dolores Umbridge to Protect Wizarding World."** Sneak into Umbridge's office and grab the Expulso Spell Book to learn the spell.

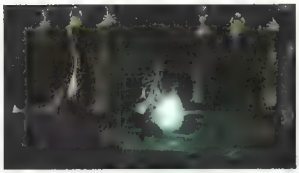
You will now need to locate and enter six offices on the floor. Be extremely careful when entering and exiting offices! Wizards will suddenly come out of the blue, blocking doorways or marching right in. One of the offices will have **Potterwatch—"Fearsome Foes."** Use Four-Points if you get lost.



On the courtroom level, use the nooks and crannies in the halls to step out of the way of patrolling guards. At the end of one of the halls, two guards are protecting the case with **The Quibbler—"Wizarding Wireless Saved By Underground Broadcasts?"** When you reach the outside area after the brief cutscene, cross the bridge on the right and enter the first arched alcove for **The Daily Prophet—"Pure-Bloods and Muggle-Borns: Wizards All?"**

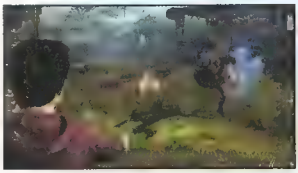
In the courtroom, ambush Umbridge and attack her using Impedimenta, Expulso or Stupefy. She will eventually warp and split into two wizards; defeat them both and she will reappear as herself again. This will occur several times until the last round with four wizards. When she's defeated, Dementors will appear. Cast Expecto Patronum to dust them off, grab the locket and escape the Ministry.

You will meet heavy resistance as you make your way to the elevator. Confundo can be pretty useful here to get an enemy briefly on your side. A few Dementors will also make their appearance. After you defeat the enemies by the square marble statue, look to the right before turning the corner for **The Quibbler—"Remembering Dumbledore."** Make it to the elevator and exit.



When you arrive at the town area, don't get too caught up in battling the enemies here; the objective is to reach the lift down the hall. Notice that you cannot take down Scabior, the Snatchers leader, so your best option is to run. Midway down the hall, a cutscene will play. You may unlock Expelliarmus (Level 10) by this point.

The Goblin's Revenge



Have your Doxycide ready for the Doxies up ahead. A spider can be killed with just one shot from Stupefy, or you can drop Garrotting Gas to kill multiple critters (including Doxies). When you reach the abandoned trailers, use Wingardium Leviosa to move the barrels that are blocking the path, or you can just shoot them if you haven't reached Level 11 yet. Check under the tree behind the trailers where the Doxies appear; you will find **The Quibbler—"Death Eaters on the Dancefloor!"**

Keep following Dean Thomas and the goblin as they trek through the woods. Be careful of the Whomping Willow trees as you cross the river. Sprinting will give you an edge in avoiding their swooping branches. Before you make a right and enter the factory yard, grab **Potterwatch—"The Dementor's Kiss"** near the rusted pipe. After you clear out the abandoned factory and come out the other side, you can easily see the case with **The Quibbler—"Wizards Invade Gringotts"** as you round the bend near the fences.

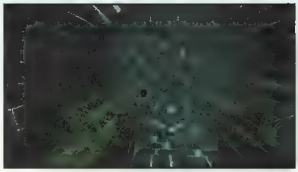
Instead of heading into the factory towers area after the cutscene with Dean and the goblin, make a sharp right and you will find **The Daily Prophet—"Wizards Rescue Banking At Gringotts."** Since spells won't work against the undead Inferi, your best option is to run. If they tackle you to the ground, jam on the Sprint button to break free. After exiting the second tower, go all the way to the left at the corner of the fence to find **The Daily Prophet—"Severus Snape Confirmed as Hogwarts Headmaster."**

Inside the factory infested with spiders, another case can be found upstairs on the rafters by the barrels with **The Quibbler—"Ministry Move to Regulate Muggle-Borns."** Dementors will mob you as you near the end of the factory area. Outside the factory area, a row of boulders will block your path. Cast Four-Points and follow it around the backside of the factory ruins. You'll find the Confringo Spell Book; now you should have a complete Spell Wheel. Use your newest spell to blow up the boulders.

Just past the Whomping Willows you'll find Doxies guarding a case with **Potterwatch—"Be Prepared!"** Ron will get angry and bail, leaving Harry and Hermione to fend for themselves. At this point, you'll need to backtrack all the way through the factory area where you'll fight several high-level wizards. Use Confringo to break boulders and create a shortcut through the factory yard. When you reach the factory towers, talk to Hermione and set up camp. You will be presented with three Encounter missions. We'll tackle them in order.

The Ministry Detention Area

This mission can be particularly brutal—even at the "Easy" difficulty setting—so be prepared for several retries. Seven Muggle-Borns are imprisoned in separate cells, all within the outer ring of the circular structure. However, hanging out too long in the outer ring hall is fatal, since it's filled with wizards and flying Dementors. The best approach is to plan your attack from the inner part of the structure, where only Dementors can bother you.



From the inside hall, you can see which cells contain the prisoners. The trick is to dash into the outer hall, defeat enemies who are in the way, release a few prisoners and quickly run back into the inner circle. Inside one of the cells is **The Daily Prophet—"Dumbledore—The Truth At Last? (1/4)."** One prisoner is in one of the perimeter cells and can't be seen from the inside circle. You'll also find a **Deathly Hallows Symbol** in one of the perimeter cells as well.

The Acromantula

The spiders can really blend into the background here, so keep your eyes peeled. Just before you encounter the first prisoner, a split in the road will lead to **The Daily Prophet—"More Truths about Dumbledore! (2/4)."** Another case with **The Quibbler—"Dolores Umbridge To Prosecute Wizarding World"** can be found in the cave as you walk around the pond. With only three prisoners and mild resistance, this mission should be a breeze compared to the previous one.

The Quarry

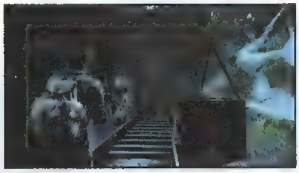
This mission is basically a survival-style arena battle. Defeat them all to complete the mission. There's plenty of room to run around and take cover here. Use Exploding Potion when you see enemies bunched up together and try to stick to headshots. A case can be found in a nook between two torches with **The Daily Prophet—"Headlines from History!"** A cutscene with Hermione will play once you finish all three Encounters.

Godric's Hollow

Try to stay off the main road and remain cloaked as much as possible. As you go downhill, enter the alley near the white station wagon; you'll find **Potterwatch—"Freedom!"** by the backyard shed. At the churchyard, look for James Potter and Lily Potter's grave (a lady will walk by it). Before leaving the area, check behind the church for **The Daily Prophet—"Dumbledore—The Truth and the Lad! (3/4)."** As you follow the mysterious lady down the street, you'll find **The Quibbler—"Death Eater Attacks on Muggles"** near the recycling bin to the left.

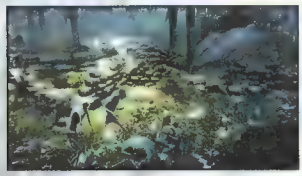
Immobilized by the evil Snake Nagini, you'll be left with the wand to defend yourself. Shoot the snake in the head as much as possible. Your targeting will be disabled, but you can still zoom in for a closer view. Since the snake's head tends to snap and return to its original position, you can judge where to place the target reticule before you fire. Survive four stages of this battle and you will be presented with three more Encounter missions.

The Snatcher Camp



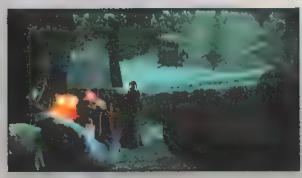
A case with **The Quibbler—"Alleged Murderer in Charge of Your Children"** can be seen lying in the open as you go down the road. At the bridge, you will need to cast Confringo to remove the boulders. Two Muggle-Borns can be found at the campsite. Beware of the two snipers on the bridge. Another hostage can be found at the very end of the rail bridge. A **Deathly Hallows Symbol** can be easily seen close to the final hostage near the exit.

The Misty Dell



This one is another arena battle mission. There is a **Deathly Hallows Symbol** directly across the swamp from the starting point, but leave it alone for now. Try to stick near the starting point at first and take out the first few waves of enemies. If you venture out too far near the swamp, Inferis will rise out of the ground, making the battle more difficult. Hang on until allied reinforcements arrive, then make a run for the Symbol across the swamp.

The Streets of Godric's Hollow

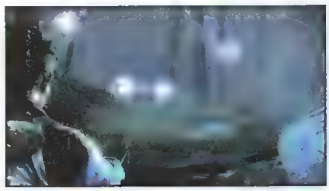


There are six Muggle-Borns in this area. One is behind the perimeter wall of the church; another is behind the tavern where people are singing Christmas carols. The rest are all in the yards behind the buildings. Use the Cloak to catch the guards by surprise each time you go in for a rescue. A **Deathly Hallows Symbol** can be found in one of the backyard areas near the black station wagon. **The Quibbler—"Dumbledore—The Truth and Lies (1/4)"** is directly behind the building near the parked white car.

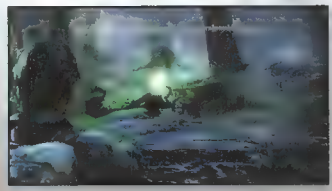
The Silver Doe

Once you complete the three Encounters, you will be back with Hermione. As you go up the path, check under the waterfall area (instead of taking the bridge) to find **Potterwatch—"Back on the Airwaves."** Keep following the Silver Doe. Use Confringo to remove the boulders.

After crossing the swamp, a path to the left leads to **The Daily Prophet—"Death, Lies and Dumbledore! (4/4)."** Directly across the main path is another detour that leads to the rock wall ruins where you can obtain **The Quibbler—"Dumbledore—The True and the Wise! (3/4)."** Off to the side of the Whomping Willow, you'll find **The Quibbler—""More Lies About Dumbledore! (2/4)."**



Keep following the Doe. You'll notice that the campsite is now overrun with spiders. Check the dried-out creek behind the tents for **The Quibbler—"Purebloods and Muggle-Borns: Wizards All!"** (This is not present during "The Snatcher Camp" mission). Confringo another set of boulders and you'll see a swarm of Doxies guarding the case with **The Daily Prophet "Bad Weather—Freak of Nature."** After the next roadblock, an extended cutscene will play.



Keep your distance when shooting at the snake heads (Voldemort's "soul"). If you're getting overwhelmed, don't be afraid to retreat into the woods and recover. Try to ignore the oncoming spiders as much as you can. A cutscene will play when all the heads are defeated. When you backtrack to the camp with Ron, it's a good opportunity to grab any Collectables you may have missed.

Inside the fortress ruins, you will find a case with **Potterwatch—"Wands and Wanderers."** Just to the side of the fortress is a pile of rocks that needs to be destroyed so you can head down to camp and reunite with Hermione.

Xenophilius Lovegood

Once you cross the river, a horde of Dementors will be waiting on the road. Take the alternate path to the right and destroy the rocks. **The Daily Prophet—"Wizarding Wireless Network Invaded"** will be near the next set of breakable rocks. **The Quibbler—"Dumbledore Death Deceit Discredited! (4/4)"** can also be found on the broken bridge.

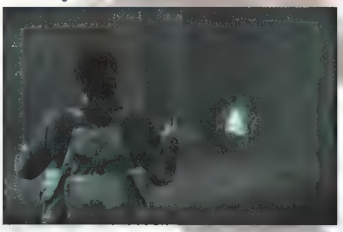
As you move deeper into the spider-infested forest, watch where the trail splits and grab **Potterwatch—"Sightings Abroad."** Near the Whomping Willow, **The Quibbler—"Scrimgeour Disappears!"** is tucked away in the alcove. A **Deathly Hallows Symbol** can be seen just past the Whomping Willow as you finally approach Lovegood's house.

The enemies will increase in intensity at every stage in this three-minute survival battle. While you want to stay focused on your window, go over and help Ron every now and then since he isn't very deft with the wand. Compared to the other battles you've encountered, this shouldn't pose much of a problem. In the third and last stage, a Dementor will enter the house.

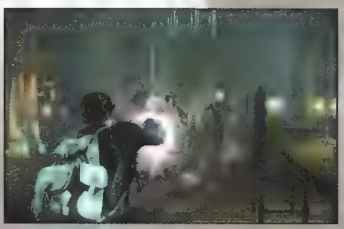
You will meet heavy resistance from high-powered wizards as you head down the road away from Lovegood's house. If you feel bogged down here, consider making a run for it, especially when you reach the open field. At this stage, Harry should be maxed out at Level 25; killing more enemies won't make him any stronger.

When you reach the end of the road, a cutscene will play. Scabior and his Snatchers will suddenly attack. Unfortunately, you're not supposed to win this one. If you're playing at the "Easy" difficulty setting, you may end up fighting forever here, but you'll notice that Scabior never goes down. Just stop and let Harry get defeated.

Malfoy Manor



At the start of the level, turn around and enter the alcove for the last **Deathly Hallows Symbol.** At the top of the stairs to the right is **The Daily Prophet—"Scrimgeour Steps Down."**

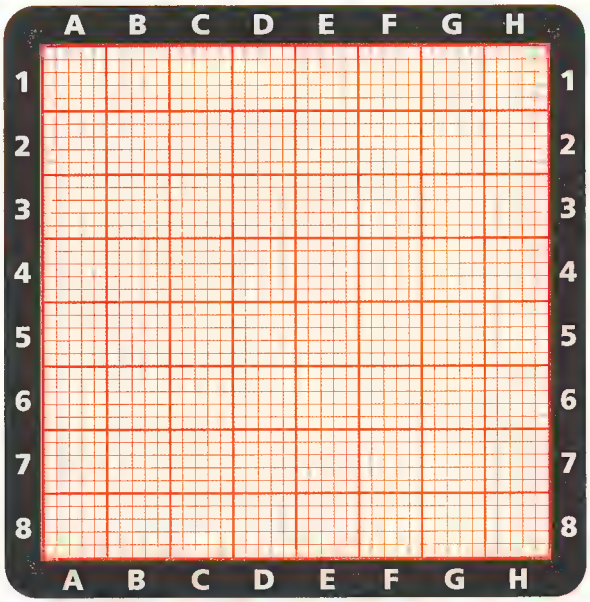


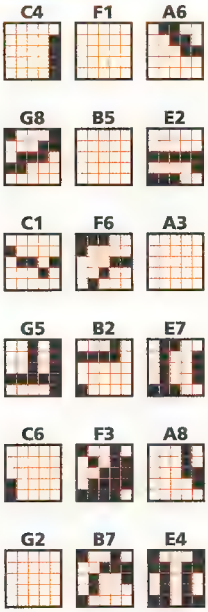
The best thing to do against Bellatrix and her crew is to cast Protego and have all their projectiles bounce back at them. You will instantly survive this battle without having to cast anything. Sure, it's a little underwhelming for the final battle, but remember: This is only Part 1!

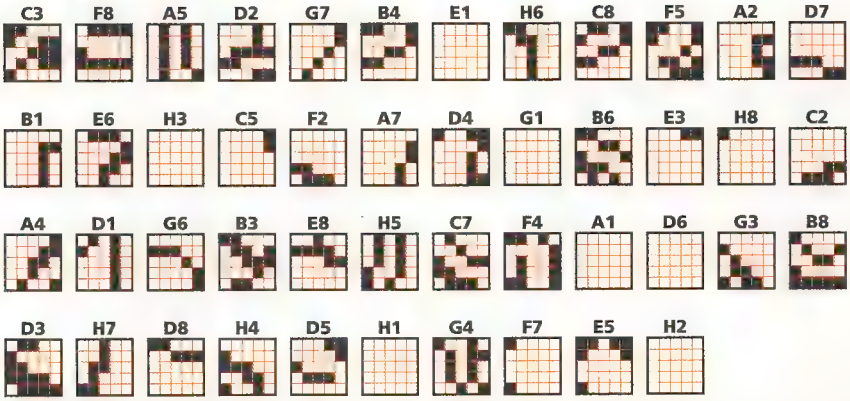
TIPS & TRICKS

Pencil Puzzles

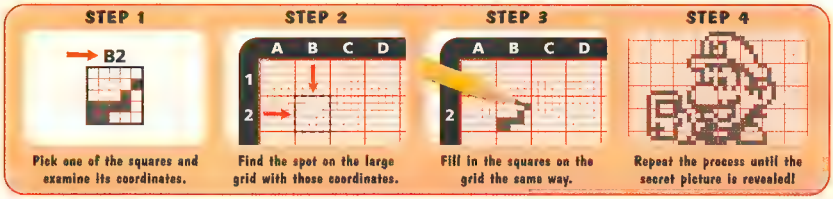
Grab a pencil and get ready to unlock the secret images in our special feature: *Tips & Tricks Pencil Puzzles*! It's up to you to put the pieces together and figure out what the pictures are. Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery....

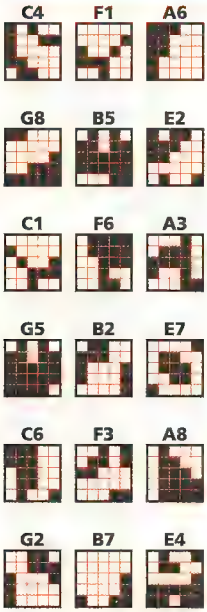


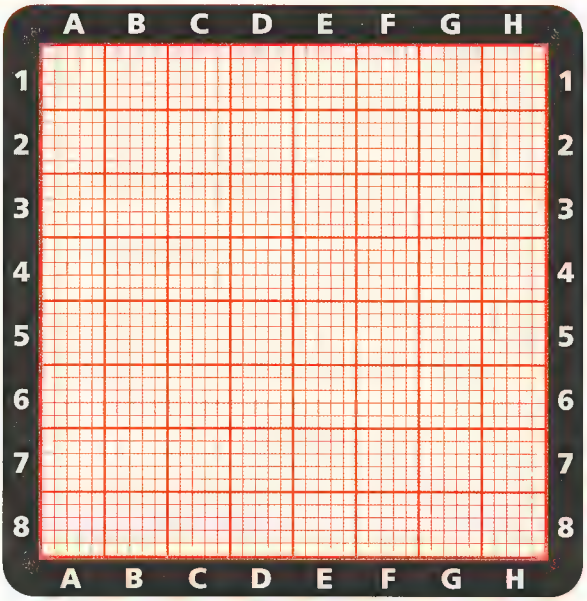


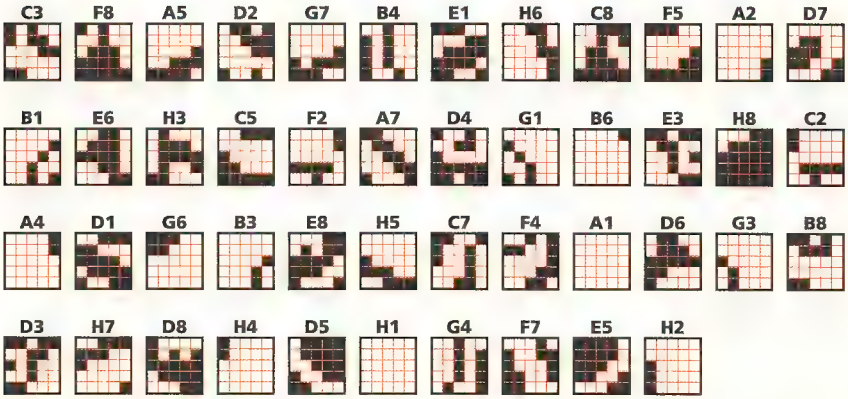


Directions

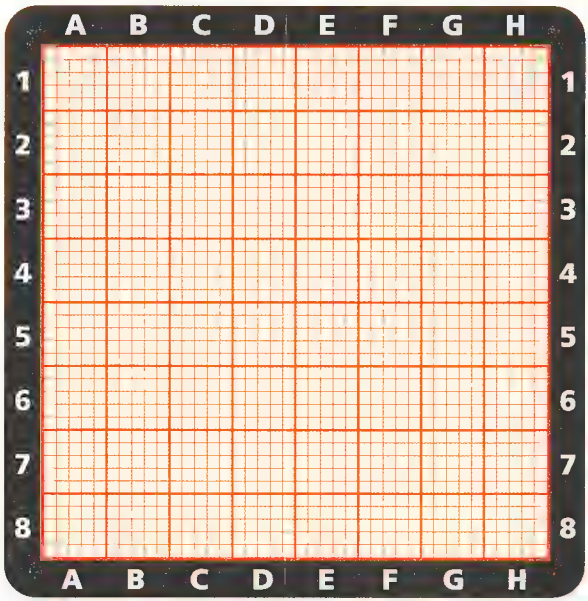

STEP 1
B2
Pick one of the squares and examine its coordinates.
STEP 2
A B C D
1
2
Find the spot on the large grid with these coordinates.
STEP 3
A B C D
2
Fill in the squares on the grid the same way.
STEP 4
Repeat the process until the secret picture is revealed!

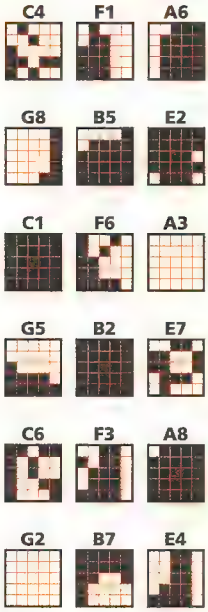

C4 F1 A6
G8 B5 E2
C1 F6 A3
G5 B2 E7
C6 F3 A8
G2 B7 E4

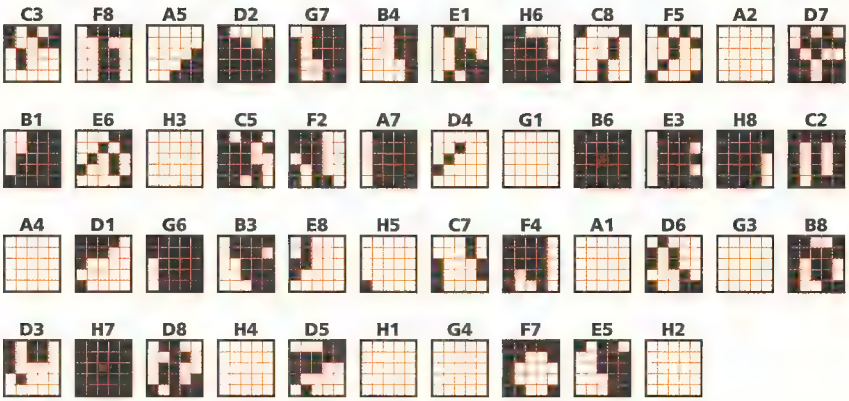

A B C D E F G H
1 2 3 4 5 6 7 8


C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7
B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2
A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8
D3 H7 D8 H4 D5 H1 G4 F7 E5 H2

TIPS & TRICKS
Pencil Puzzles







Pencil Puzzles

C4 F1 A6

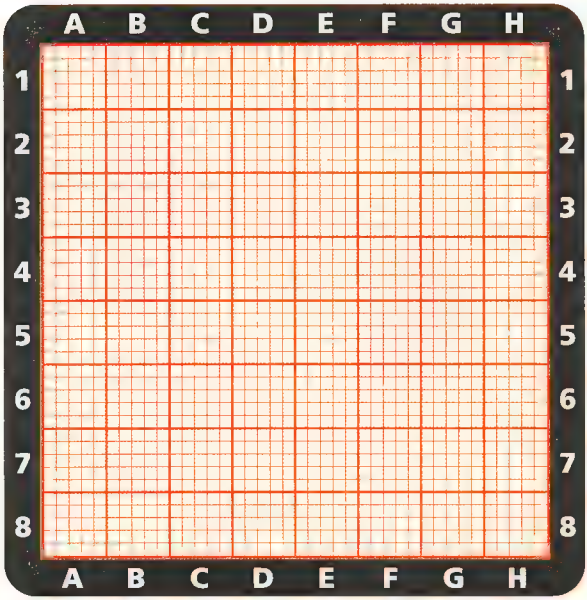
G8 B5 E2

C1 F6 A3

G5 B2 E7

C6 F3 A8

G2 B7 E4

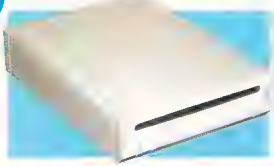


C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7

B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2

A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8

D3 H7 D8 H4 D5 H1 G4 F7 E5 H2



Wii tips

NOTE: When entering codes with the Wii Remote, be sure that the controller is oriented in the direction recommended by the game in question. For example, pressing **Up** on the D-pad when the Wii Remote is vertical is not the same as pressing **Up** when it's horizontal, because the D-pad is rotated along with the controller.

ALIEN SOLDIER (Virtual Console)

Easy Level Passwords

1985—Stage 1
1930—Stage 13
3698—Stage 2
2623—Stage 14
0257—Stage 3
6385—Stage 15
3745—Stage 4
7749—Stage 16
7551—Stage 5
3278—Stage 17
8790—Stage 6
1039—Stage 18
5196—Stage 7
9002—Stage 19
4569—Stage 8
2878—Stage 20
8091—Stage 9
3894—Stage 21
8316—Stage 10
4913—Stage 22
6402—Stage 11
7406—Stage 24
9874—Stage 12
5289—Stage 25

ASTRO BOY: THE VIDEO GAME

Cheat Codes

Enter the following codes at the pause screen. NOTE: Hold the Wii Remote vertically (with the D-pad at the top) while entering the directional commands

Invincibility—**Up, Down, Down, Up, 1, 2**
Max stats—**Left, Left, 2, Down, Down, 1**
Infinite Dash—**2, 2, 1, 2, Left, Up**
Infinite Supers—**Left, 1, Right, 1, Up, Down**
Disable Supers—**1, 1, 2, 2, 1, Left**
Classic outfit—**2, Up, 1, Up, Down, 2**
All stages unlocked—**Up, 1, Right, 1, Down, 1**

BEN 10: ALIEN FORCE

Secret Codes

Choose "Bonus Content" from the main menu, then select "Enter Code" and enter the following codes. Each code is a sequence of four characters.

Swampfire, Gwen, Kevin, Ben—"All Combos" unlocked
Ben, Swampfire, Gwen, Big Chill—"Infinite Aliens" unlocked
Kevin, Big Chill, Swampfire, Kevin—"Invincibility" unlocked
Gwen, Kevin, Big Chill, Gwen—"Level Lord" unlocked

BEN 10 ALIEN FORCE: VILGAX ATTACKS

Cheat Codes

Choose "Options" from the pause menu, then select "Cheats" and enter any of the following codes:

everythingproof—Invulnerability
generator—Unlimited energy
portal—Advance to the next stage
herotime—Unlock all upgrades
primus—Unlock all aliens
hud—Toggle the onscreen display

BOMBERMAN '93 (Virtual Console)

Boss Passwords

HMPHCKNC—Planet Quarry A-8
HMPHBHLC—Blossom Planet B-8
LNPHGHRC—Planet Inferno C-8
MNPHBKQC—Planet Wither D-8
NNPHBKRC—Planet Surf E-8
QNPHBKSC—Icicle Planet F-8
RNPHBKTC—Planet Techo G-8

BONK'S REVENGE (Virtual Console)

Play Bonus Stages

At the "Mode Select" screen, hold button **1** and press ✚ to enter the Bonus Game practice menu. (If you're using the Classic Controller or GameCube controller, hold **B** and press **START** instead.)

See the Ending

At the Bonus Game practice menu (see above), move the smiley-face cursor to "EXIT," then press **1** and ✚ at the same time and hold both buttons down for a moment. (If you're using the Classic Controller or GameCube controller, press **START** + **B** instead.) You'll get to watch the computer draw a large picture of Bonk while it plays the "PC Genjin Theme Song."

CALL OF DUTY 3

Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold ✚ and press **Right, Right, Left, Left, 2, 2**. All Chapters will now be unlocked.

CARNIVAL GAMES

See the Credits

At the title screen menu, click on the hanging "Games" sign to watch the game's credits roll.

CAVE STORY (WiiWare)

Cheat Codes

Normally, the color of Quote's clothes will be different depending on whether you're playing at the Easy, Original or Hard difficulty setting. The following codes allow you to play as any color regardless of the difficulty level. While holding the Wii Remote in the horizontal position, enter the codes at the title screen, where the *Cave Story* logo appears. The words "Press the **A** Button to begin" will flicker briefly each time you enter a code correctly. You will notice that all your save files show Quote's new outfit when you load up a game.

Yellow Quote—Hold the **B** button and press **1, 2, 1, 2, 1, Down**
Red Quote—Hold the **B** button and press **1, 2, 1, 2, 2**
Blue Quote—Hold the **B** button and press **1, 2, 1, 2, 1, 1, Up**

CHEW MAN FU (Virtual Console)

Level Select

Select "Password" from the main menu and enter the password 677261, then select "1 Player" or "2 Players." When the Area and Round number screen is displayed, press **Up** or **Down** on the D-pad to choose any starting stage. Note: The flag that Master Monk is holding shows the level number. There are 50 rounds in each of the ten levels, for a total of 500 rounds.

Special Game

At the main menu, hold **—** and **2** and press diagonally **Up/Left** on the D-pad; you'll hear a chime to confirm. (On the Classic Controller, hold **SELECT** + **A** and press **Up/Left**; on the GameCube controller, hold **Z** + **A** and press **Up/Left**.) When the game starts, all of the spheres will be gold and will not change to their real colors until you place them on the correct colored panels.

DE BLOB

Time Bonus

At any time during gameplay, hold the **C** button and press **1, 2, 1, 2.**

Blob Party

At the Start menu, hold the **C** button and press **2, 2, B, B, 1, 1, B, B.**

Unlock Moods

At the Start menu, hold the **C** button and press **B, B, 1, 2, B, B.**

DEVIL'S CRUSH (Virtual Console)

One-Player Passwords

AAAAAAAFGE—Start with 100 balls
AAAAAAAAAJ—Start with unlimited balls
AAGIEIJDAP—Start with 998,000,000 points

Two-Player Passwords

AAAAAAAFGAAAAAAAFGH—Start with 100 balls
AAGIEIJDAAGIEIJDAN—Start with 998,000,000 points

Sound Test

At any time during the game, press ✚ to pause, then press **—** to access the high score table. (On the Classic Controller or GameCube controller, press **START** to pause and press **SELECT** to see the high score table.) Now press **Up, Right, Down** and **Left** in any order, then press **2** to change the first row of the High Score table into a sound test menu. Press **Left** or **Right** to change the sound number and press **2** to play it. (On the Classic Controller or GameCube controller, press **A** instead of **2**.)

ECCO THE DOLPHIN (Virtual Console)

Super Cheat Menu

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, enter the following code on the particular controller you're using:

Wii Remote—**Right, 1, 2, 1, 2, Down, 2, Up**
Classic Controller—**Right, B, A, B, A, Down, A, Up**
GameCube Controller—**Right, A, X, A, X, Down, X, Up**

A cheat menu will appear, offering such options as stage select, sound test, message test, invincibility and more.

GRADIUS III (Virtual Console)

30 Extra Ships

At the title screen, hold **Left** on the D-pad and press **A, A, A, START.**

Full Power-Up

Press **START** to pause, then press **Up, Up, Down, Down, L, R, L, R, B, A** and **START** to unpause. Note: You can only enter this code once in each level.

Extra Credits

At the title screen, press the **X** button repeatedly, as quickly as you can. You should see the number of credits start to increase. Press **START** before the title screen fades; if the demo starts, you'll lose the credits and will have to repeat the trick.

Arcade Mode

At the Option screen, highlight "Game Level" and repeatedly press **A** until you see the game level change to "ARCADE". Note: You must press the button very quickly.

Random Weapon Select
At the Weapon Select screen, press **Right** on the D-pad to enter Edit Mode. Now press **X, Y, X, X, Y, Y, X, Y** to have the computer choose your weapons at random.
Crazy Demo
At the title screen, press **A** and continue to hold it down until the gameplay demo appears. Instead of the normal demo, you'll see a crazy display of skill as the computer-controlled ship tears through the entire first level at Arcade difficulty, all the way up to the boss.

THE HOUSE OF THE DEAD 2 & 3 RETURN

Score Display
The following codes will allow you to see your score in the upper left corner of the screen during gameplay:
• At the *House of the Dead 2* menu (the one that lets you choose "Arcade Mode," "Original Mode" etc.), highlight the mode you want to play, then press **Left, Left, Right, Right, Right, Left, Right** and press **A** or **+** to start the game. You will receive no confirmation when you enter this code.
• At the *House of the Dead III* menu (the one that lets you choose "Arcade Mode," "Time Attack" etc.), press **Left, Left, Right, Right, Left, Right, Left**. You will hear a chime to confirm that the code is in place.

THE HOUSE OF THE DEAD: OVERKILL

Secret Gangster Bonus
Kill 50 zombies during a single stage while holding the Wii Remote sideways to earn a "Gangster Bonus" of $1,337.

KUNG FU PANDA

Cheat Codes
Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
Full Awesome Meter: 4x Damage—**Up, Down, Up, Right, Left**
Invulnerability—**Down, Down, Right, Up, Left**
All multiplayer characters available—**Left, Down, Left, Right, Down**

THE LEGEND OF THE MYSTICAL NINJA (Virtual Console)

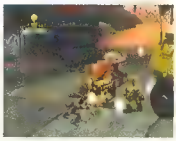
Passwords
Choose "Continue" from the main menu, then select "From Logbook Entry" and enter any of the following passwords to start at different levels:
Level 2—△ L 1 I x !
Level 3—j / p ? N ?
Level 4—2 0 Y 7 ; 7
Level 5—$ w h : J :
Level 6—x & T △ > △
Level 7—k = " R d R
Level 8—: W d 3 + 3
Level 9—H – W N x N

LEGO INDIANA JONES 2 THE ADVENTURE CONTINUES

Secret Codes
Choose "Extras" from the pause menu, then select "Enter Secret Code" and enter the following codes to unlock new characters, vehicles or power-ups.
6 J B B 6 5—Invincibility
S N X C 2 F—Fast Build
X Y A N 8 3—Fast Dig
3 Z 7 P J X—Fast Fix
T U X N Z F—Fearless
E G S M 5 B—Stud Magnet
2 U 7 Y C V—Snake Whip
T Y 9 P 4 U—Ice Rink
F Q G P Y H—Silhouettes
S Z F A A E—Poo Money
U 3 8 V J P—Score x2
P E H H P Z—Score x3
U X G T B 3—Score x4
X W J 5 E Y—Score x6
S 5 L Z C P—Score x8
V 7 J Y B U—Score x10
P G W S E A—Indiana Jones
D Z F Y 9 S—Indiana Jones
M 4 C 3 4 K—Indiana Jones (Desert)
2 W 8 Q R 3—Indiana Jones (Desert Disguise)
J 2 X S 9 7—Indiana Jones (Kali)
3 F Q F K S—Indiana Jones (Officer)
P X T 4 U P—Interdimensional Being
U U 3 V S C—Beep Beep
7 E Q F 4 7—Enemy Boxer
Y 9 T E 9 8—Disguise
W L 4 T 6 N—Dovchenko
7 A W X 3 J—Lao Che
2 U J Q W C—Mannequin (Boy)
Q P W D M M—Mannequin (Man)
U 7 S M V K—Mannequin (Woman)
8 2 R M C 2—Mola Ram
2 G K 5 6 2—Mutt
4 C 5 A K H—Henry Jones
F T L 4 8 S—Belloq (Priest)
E 8 8 Y R P—Sallah
9 4 R U A J—Willie

MARVEL SUPER HERO SQUAD

Cheat Codes
Choose "Options" from the main menu, then select "Enter Code" and enter any of the following cheats:
1 1 1 1 1—Unlock Iron Man and the War Machine bonus costume
2 2 2 2 2—Unlock Hulk and the Gray Hulk and Red Hulk bonus costumes
3 3 3 3 3—Unlock Wolverine and the Wolverine (Brown Costume) and Feral Wolverine bonus costumes
4 4 4 4 4—Unlock Thor and the Thor (Chain Armor) and Loki-Thor bonus costumes
5 5 5 5 5—Unlock Silver Surfer and the Anti-Surfer and Gold Surfer bonus costumes
6 6 6 6 6—Unlock Falcon and the Ultimates Falcon bonus costume
7 7 7 7 7—Unlock the Super Knockback cheat
8 8 8 8 8—Unlock the No Block Mode cheat
9 9 9 9 9—Unlock Dr. Doom and the Ultimates Dr. Doom and Professor Doom bonus costumes
2 4 6 2 4 6—Unlock A.I.M. Agent and the A.I.M. Agent (Blue Faction) bonus costume



MEDAL OF HONOR: VANGUARD

Cheat Code
At any time during gameplay, pause the game and press **Up, Down, Up, Down**. The words "Enter Cheat Code" will appear in the corner of the screen; now you can enter the following code:
Decrease enemy accuracy—**Right, Left, Right, Down, Up, Right**

MILITARY MADNESS (Virtual Console)

Switch Sides
At the main menu, highlight "1P Continue," hold the **−** button and press **+**, then enter any valid password. When the game starts, the computer will be controlling the blue units and you will be controlling the green. (When using the GameCube controller, hold **Z** and press **START** to activate this code.)

Computer Control
At the main menu, highlight "2P Continue," hold the **−** button and press **+**, then enter any valid password. When the game starts, the computer will be controlling both sides. (When using the GameCube controller, hold **Z** and press **START** to activate this code.)
Passwords
R E V O L T—Stage 1
I C A R U S—Stage 2
C Y R A N O—Stage 3
R A M S E Y—Stage 4
N E W T O N—Stage 5
S E N E C A—Stage 6
S A B I N E—Stage 7
A R A T U S—Stage 8
G A L I O S—Stage 9
D A R W I N—Stage 10
P A S C A L—Stage 11
H A L L E Y—Stage 12
B O R M A N—Stage 13
A P O L L O—Stage 14
K A I S E R—Stage 15
N E C T O R—Stage 16
M I L T O N—Stage 17
I R A G A N—Stage 18
L I P T U S—Stage 19
I N A K K A—Stage 20
T E T R O S—Stage 21
A R B I N E—Stage 22
R E C T O S—Stage 23
Y E A N T A—Stage 24
M O N O G A—Stage 25
A T T A Y A—Stage 26
D E S H T A—Stage 27
N E K O S E—Stage 28
E R A T I N—Stage 29
S O L C I S—Stage 30
S A G I N E—Stage 31
W I N N E R—Stage 32
O N G A K U—Sound Test

MLB POWER PROS

Extra Forms
At the main menu, press **Right, Left, Up, Down, Down, Right, Right, Up, Up, Left, Down, Left**; you'll hear a chime to confirm the code. Now select "Shop" and you'll find one new 3-Quarters Pitching Form (Alvin Lockhart) and four new Original Batting Forms (Alvin Lockhart, Patrick Gainer, Original 1 and Original 2).

View MLB Players at Custom Players Menu
Select "My Data" from the main menu, then choose the "View or Delete Custom Players/Password Display" option and press **Up, Up, Down, Down, Left, Right, Left, Right, 1, 2** at the Custom Players screen to view the stats and tendencies of all the MLB players at this screen.

MORTAL KOMBAT: ARMAGEDDON

Cheat Kodes
Choose "The Krypt" from the main menu, then select the second "Media" page (look for a "?" icon on the bottom right corner of the page). Move the cursor to the "?" icon, press the **A** button, then enter any of the following codes. Note: The arrow symbols indicate directions for the analog stick on the Nunchuk attachment; the words **Up, Down**, etc. refer to directions for the D-pad on the Wii Remote.
Unlock Meat character—**↑, Left, Left, Right, Right, ↑**
Unlock Blaze character—**Up, Left, ←, C, ←, Right**
Unlock Taven character—**C, ←, Z, ↑, Right, ↓**
Unlock Daegon character—**Z, C, Up, ↓, ↓, Left**
Unlock Drahmin's alternate costume—**C, →, Down, Z, ↑, ↑**
Unlock Frost's alternate costume—**↓, Z, Z, C, Right, C**
Unlock Nitara's alternate costume—**↓, C, ↑, C, C, →**
Unlock Shang Tsung's alternate costume—**C, ←, ↑, Right, ↑, C**

Unlock Nethership Interior Arena—Z, ←, ←, ↓, C, Left
Unlock Falling Cliffs Arena—Z, Right, Left, Down, Right, Up
Unlock Reiko's War Room—Z, Up, Z, ↑, Down, Down
Unlock Shinnok's Spire—←, ←, Right, ↑, Up, C
Unlock Pyramid of Argus—Z, C, Left, Down, Z, ↑
Unlock Krimson Forest—Right, C, ↑, Left, Right, ↓
Unlock Armageddon Promo Movie—↑, ↑, ↓, ↑, C, Down
Unlock Motor Gameplay Movie—Up, ↑, Z, C, Z, Z
Unlock Cyrax Fatality Blooper Movie—→, C, Z, ↓, ↑, C
Unlock Armory Fight Tune—Down, Left, ←, Up, Left, Down
Unlock Pyramid of Argus Tune—↓, ←, Z, C, ↑, C
Unlock Tekunin Warship Tune—↑, Right, C, Z, Z, Down
Unlock Lin Kuei Palace Tune—C, ←, Right, Down, Z, →
Unlock Blaze Boss Sketch—C, Up, C, C, Z, Left
Unlock Hero Sketches 1—↑, Down, Z, ↓, C, Down
Unlock Firewell Sketch 3—↑, Left, Z, C, Right, C
Unlock Gauntlet Trap Sketch—Right, Z, Up, ↓, Right, ←
Unlock Sektor's 2-Hand Pulse Blade Sketch—Z, C, ←, Down, ↑, Z
Unlock Mileena's Car Sketch—Z, →, ↑, Z, Up, ↑
Unlock Color Study for Opening Movie 3—Up, ←, ←, Down, ↓, Right
Unlock Scorpion Throw Sketch—C, ←, ↑, Right, Z, C

MX VS. ATV UNTAMED

Unlock Everything

Choose "Options" from the main menu, then select "Cheat Codes" and enter the code "YOUGOTIT" to unlock all locked items.

MYSIMS RACING

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes to unlock new parts for your car:

z 7 4 h s v—Unlocks Butterflies Wheels
3 6 m j 5 v—Unlocks Hoistein Hood Ornament
k 4 c 2 s n—Unlocks Mega Spoiler Rear Accessory

NERF N-STRIKE

Cheat Codes

Choose "Codes" from the main menu and enter any of the following cheats:

C R O M O 1—Unlocks the SemperFire Ultra Blaster
F I E R O 2—Unlocks the Goliathan Nitro Blaster
M A G M A 3—Unlocks the Vulcan Magma Blaster
2 4 K G C O N 4—Unlocks the Habanero Blaster
L O N G S T 5—Unlocks the LongShot Street Blaster
H E L I O X 6—Unlocks the Firefly Elite Blaster
M A V M I D 7—Unlocks the Maverick Midnight Blaster
B H D E T A 8—Unlocks the BlackHeart Vengeance Blaster
R S M E R C 9—Unlocks the Mercurio Blaster
C R I S T O L 1 0—Unlocks the Crystal Pistol Blaster
T H I S I S 1 2—Unlocks the Spartan NCS-12 Blaster
H R A N G E 1 3—Unlocks the Hydra SG-7 Blaster
C R U S H 1 4—Unlocks the Crusher SAD-G Blaster
D O G I E 1 5—Unlocks the Stampede REV-12 Blaster

NEW ADVENTURE ISLAND (Virtual Console)

Round Select

At the title screen, press **Left, Left, 2, Right, Right, 1, Up, Down, Up, Down**. (If you're using the Classic Controller or GameCube controller, press **Left, Left, A, Right, Right, B, Up, Down, Up, Down** instead.) You'll hear the music change, and a number will appear in the lower left corner of the screen. Press **Up** or **Down** on the D-pad to change the number, then press **START** to skip to the round you chose.

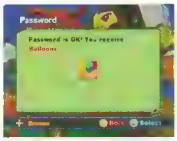
NINJA GAIDEN (Virtual Console)

Sound Test

When the screen reads, "Tecmo presents 1989," press and hold **Down/Left + ━ + 1 + 2**, then press **✚**. (If you're using the Classic Controller or GameCube controller, hold **Down/Left + SELECT + A + B**, then press **START**.)

POKÉPARK WII: PIKACHU'S ADVENTURE

Passwords



Select the "Password" option at the main menu and enter any of the following codes:

0 2 9 7 0 6 2 6—You receive Surfboard!
6 7 4 4 6 1 6 2—You receive Snowboard!
9 9 9 3 0 4 5 7—You receive Balloons!
5 8 0 6 8 7 7 3—Celebi arrives!
6 5 9 6 7 4 1 3—Darkrai arrives!
7 3 9 3 8 7 9 0—Jirachi arrives!
4 9 4 4 6 2 0 9—Groudon arrives!

PUNCH-OUT!!

Unlock Headgear

If you lose 100 matches in Career Mode, Doc will tell you that you've earned a gift from the WVBA commissioner. Choose "Options" at the opponent select screen to find a new "Gift" option; once you've opened the gift, you will unlock the "Headgear Assist" option. Activate this option to enable a "Headgear" option box at the opponent stats screen (the one that appears immediately after you select an opponent). If you activate the "Headgear" option before you click "Fight," Mac will wear the headgear during the match and take less damage.

RAMPAGE: TOTAL DESTRUCTION

Cheat Codes

At the main title screen, hold the ━ and ✚ buttons; a code entry window will appear, with six squares all set to zero. Press **Up** or **Down** to change the numbers in each of the squares and you can enter the following cheat codes:

2 7 1 8 2 8—Unlock all Cities
1 4 1 4 2 1—Unlock all Monsters and Cities
0 7 1 7 6 7—Single-hit destruction
9 8 6 9 6 0—Invulnerable monsters
0 1 1 2 3 5—All upgrades
0 8 2 8 6 4—Enable autoplay
8 7 4 0 9 8—Enable quick autoplay
6 6 7 3 0 x—Show video (Note: Replace the "x" with different numbers to view different video cutscenes from the game)
3 1 4 1 5 9—Display game version number
0 0 0 0 0 0—Reset all cheats

RENEGADE (Virtual Console)

Stage Select

Enter any of the following codes at the main menu:

Start on Mission 2—While holding **Left** on Controller 2, press **Down, Up, Right, Up, Left, Up** on Controller 1

Start on Mission 3—While holding **Down** on Controller 2, press **Up, Down, Left, Down, Right, Down** on Controller 1

Start on Mission 4—While holding **Up** on Controller 2, press **Down, Down, Up, Up, Right, Left** on Controller 1

ROCK BAND 3

Unlockable Guitars

Enter any of the following codes at the main menu by pressing the colored buttons on the guitar controller:

Ovation D2010—Orange, Blue, Orange, Orange, Blue, Blue, Orange, Blue
Stop! Guitar—Orange, Orange, Blue, Blue, Orange, Blue, Blue, Orange
Guild X-79—Blue, Orange, Orange, Blue, Orange, Orange, Blue, Blue

RUBIK'S WORLD

Cheat Code

At the main menu, press **A, B, B, A, A** to unlock all levels and all Cubies.

SAMBA DE AMIGO

Cheat Code

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a voice say, "Cheat code activated!" to confirm that the code has been accepted. This code unlocks all of the locked features and difficulty settings.

SAMURAI SHODOWN ANTHOLOGY

Samurai Shodown. Alternate Colors

At the *Samurai Shodown* character select screen, press **B** to select your character with an alternate-colored outfit. (If you're using the Classic Controller, press **X** instead.)

Samurai Shodown II: Play as the Referee

Start a new game of *Samurai Shodown II* and have a second player join in on the character select screen. Now press **Up, Down, Left, Up, Down, Right + A** to play as Kuroko. (If you're using the Classic Controller, finish the code with **Y** instead of **A**.)

Samurai Shodown III: Boss Code

Before a two-player *Samurai Shodown III* match, highlight Haohmaru at the character select screen and hold the ✚ button. While continuing to hold it down, move the cursor to highlight each of the following characters in this order: Genjuro, Basara, Kyoshiro, Ukyo, Rimururu, Haohmaru, Shizumaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford, Shizumaru. Keep the cursor on Shizumaru until the timer reads "03," then press **A + B** to select Zankuro for the next match. (If you're using the Classic Controller, finish the code with **Y + X** instead of **A + B**.)

Samurai Shodown IV: Max POW

At any time during a match in *Samurai Shodown IV*, quickly press **Left, Right**, diagonal **Down/Right, Down, ✚**. You'll automatically end the current round with a loss, but you will begin the next round with Max POW.

Samurai Shodown V: Play as Galford's Dog

At the *Samurai Shodown V* character select screen, highlight Galford, press **Right, Left, Right, Left, Left, Right, Right, Left, Left, Right** and then hit any button to play as Poppy.

SOLOMON'S KEY (Virtual Console)

Continue

When you lose your last life, you can continue at the last level you reached by pressing **Up + 1 + 2** at the screen that shows your score. (On the Classic Controller, press **Up + A + B**.)

SONIC SPINBALL (Virtual Console)

Stage Select

Choose "Options" from the title menu, then—when the Options menu appears—press **A, Down, 1, Down, 2, Down, A, 1, Up, A, 2, Up, 1, 2, Up**. (If you're using the Classic Controller, press **Y, Down, B, Down, A, Down, Y, B, Up, Y, A, Up, B, A, Up** instead. If you're using a GameCube controller, press **B, Down, A, Down, X, Down, B, A, Up, B, X, Up, A, X, Up**.) You'll hear a fanfare to confirm the code Now return to the title menu and enter one of the

following codes:
• To warp to the "Lava Powerhouse" stage, hold **A** and press ✚. (On the Classic Controller, hold **Y** and press **START**; on a GameCube controller, hold **B** and press **START**.)
• To warp to "The Machine" stage, hold **1** and press ✚. (On the Classic Controller, hold **B** and press **START**; on a GameCube controller, hold **A** and press **START**.)
• To warp to the "Showdown" stage, hold **2** and press ✚. (On the Classic Controller, hold **A** and press **START**; on a GameCube controller, hold **X** and press **START**.)
See the Credits
Choose "Options" from the title menu, then—when the Options menu appears—press **2, Up, 1, Up, A, Up, 2, 1, Down, 2, A, Down, 1, A, Down**; you'll hear a fanfare and the game's credits will appear. (If you're using the Classic Controller, press **A, Up, B, Up, Y, Up, A, B, Down, A, Y, Down, B, Y, Down** instead. If you're using a GameCube controller, press **X, Up, A, Up, B, Up, X, A, Down, X, B, Down, A, B, Down.**)

SPEED RACER: THE VIDEOGAME

Cheat Codes
Choose "Options" from the main menu, then select "Enter Code" and enter any of the following cheat codes:
Invulnerability—**A, B, A, Up, Left, Down, Right**
Infinite boost—**B, A, Down, Up, B, A, Down**
Aggressive opponents—**Up, Left, Down, Right, Up, Left, Down**
Pacifist opponents—**Up, Right, Down, Left, Up, Right, Down**
Granite car—**B, Up, –, ✚, 1, Up, ✚**
Monster truck—**B, Up, –, 2, B, Up, –**
Tiny opponents—**B, A, Left, Down, –, Up, –**
Helium—**–, Up, –, 2, –, Up, –**
Moon gravity—**Up, ✚, Up, Right, –, Up, –**
Overkill—**A, –, ✚, Down, Up, ✚, 1**
Psychedelic—**Left, A, Right, Down, B, Up, –**
Last three cars—**1, 2, 1, 2, B, A, ✚**

SPIDER-MAN: FRIEND OR FOE

Cheat Codes
Enter the following codes while standing in the Helicarrier (not while paused). You'll hear a confirmation sound each time you enter a code correctly.

Earn 5,000 Tech Tokens—**Up, Up, Down, Down, Left, Right**
Unlock Venom—**Left, Left, Right, Up, Down, Down**
Unlock New Goblin—**Left, Down, Right, Right, Down, Left**
Unlock Sandman—**Right, Right, Right, Up, Down, Left**

SPLATTERHOUSE (Virtual Console)

Hard Mode
Hold the **–** button as soon as the title screen appears; after a few seconds, the word "Hard" will appear to indicate that Hard mode has been activated.
Stage Select/Sound Test
When the rainy scene with the haunted house appears at the start of a new game, press **–, –, –,** then hold **Left** on the D-pad and press **1** (or **B** if you're using the Classic Controller) before gameplay begins. A stage select menu will appear. If you press the **–** button at the stage select menu, a sound test menu will appear.

SSX BLUR

Cheat Passwords
Select "Options" from the main menu, then choose "Cheats" and enter any of the following case-sensitive passwords:
N o H o l d s—Unlock all characters
M a s t e r K e y—Unlock all tracks
S p o r t S h o p—Unlock all boards and skis
W i l d F u r—Unlock Yeti outfit
C l o t h S h o p—Unlock all outfits for every character
C o m b o e r—Unlock all the ubertricks
A r t i s t r y—Unlock all concept art
A l l S t a r s—Max out all characters' stats
F u l l G a s T a n k—Max out Groove meter
F a i r P l a y—Minimize all characters' stats
B l a n k R e c o r d—Reset all high scores
D i s a b l e T h e m—Disable all cheats

SUPER STAR SOLDIER (Virtual Console)

Secret Menu
Enter the following code on the Wii Remote at the title screen: Press **Left, 1, Up, 1, Right, 1, Down, 1, Left, 2, Up, 2, Right, 2, Down, 2,** then press **2** and **1** eight times simultaneously, then press **–** and **2** eight times simultaneously. (On the Classic Controller, press **Left, B, Up, B, Right, B, Down, B, Left, A, Up, A, Right, A, Down, A**, then press **B** and **A** eight times simultaneously, then press **SELECT** and **A** eight times simultaneously. On the GameCube controller, press **Left, B, Up, B, Right, B, Down, B, Left, A, Up, A, Right, A, Down, A**, then press **B** and **A** eight times simultaneously, then press **Z** and **A** eight times simultaneously.) A menu will appear that allows you to sample the game's music/sound effects or adjust the game's difficulty.

TMNT

Cheat Codes
At the main menu, hold the **Z** button on the Nunchuk attachment and enter the following codes. Release **Z** after each code and you'll hear a confirmation sound.
Unlock Don's Big Head Goodie—**1, A, C, 2**
Unlock Challenge Map 2—**A, A, A, 1, A**

TOEJAM & EARL (Virtual Console)

Obtain Rocket Ship Pieces
Enter the following code on the Wii Remote while the game is paused: Press **Up + A + 1 + 2** simultaneously, then **Right + A,** then **Down + 1,** then **Left + 2.** (If you're using the Classic Controller, press **Up + Y + B + A** simultaneously, then **Right + Y,** then **Down + B,** then **Left + A.** If you're using the GameCube controller, press **Up + B + A + X** simultaneously, then **Right + B,** then **Down + A,** then **Left + X.**) You will hear a sound to confirm that the code has been entered correctly. You will now have all but one of the rocket ship pieces. Go to the next level to find the last piece.

TOEJAM & EARL IN PANIC ON FUNKATRON (Virtual Console)

Cheat Passwords
Select "Password" from the main menu and enter any of the following codes. Note: Many of these codes will cause a "Bogus Password" message to appear, but don't worry; they still work.

p e r q v a c k y—Invincibility
f l 1 9 9 l e f r 1 t z—Never drown
– m 1 n 9 y e n – —Unlimited Super Jars
! ! 1 5 7 7 8 0 4 7 ! ! —Unlimited Funk Scan
n e v e r n e v e r—Unlimited Panic Buttons
– – h 0 0 v e r—Unlimited Funk Vacs
– h a n 9 t 1 m e – —Always max. air on bouncy fungus
! 5 t 1 c k y f e e t—Never fall off pink bubbles
I r a p m a 5 t e r ! —Activate all of the above cheats (Note: This code also gives you infinite coins, slows down the timer in Hyperfunk Zone and gives you double food and presents)
Level Warp
Capture all of the earthlings in the first level, then get to the ledge on the left side of the water near the end of the stage. Walk through the wall on the left to find a hidden button; press the button twice to get some presents, then return to the edge of the water and press the button there to go back to the top of the cliff. Now return to the beginning of the stage and use the Funk Scan; you'll see a secret door. Enter this door to find a warp room with doors that lead to Levels 3, 4 and 5.

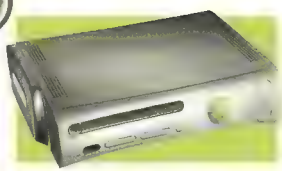
TRANSFORMERS: THE GAME

Cheat Codes
Enter the following codes at the Campaign/Bonus Features/Credits menu screen:
Invincibility—**Left, Left, Up, Left, Right, Down, Right**
Unlock all levels—**Down, Up, Left, Right, Right, Right, Up, Down**
Unlock Cybertron levels—**Right, Up, Up, Down, Right, Left, Left**
No Police—**Right, Left, Right, Left, Right, Left, Right**
Unlock G1 Optimus—**Down, Right, Left, Up, Down, Down, Left**
Unlock Robovision Optimus—**Down, Down, Up, Up, Right, Right, Right**
Unlock G1 Megatron—**Down, Left, Left, Down, Right, Right, Up**
Unlock G1 Jazz Repaint—**Left, Up, Down, Down, Left, Up, Right**
Unlock G1 Starscream Repaint—**Right, Down, Left, Left, Down, Up, Up**

WII SPORTS RESORT

Secret Button Commands
• In the Swordplay event, hold **2** at the "Select a Mii" screen in Duel mode and press **A**. Release **2** at the next screen; now you'll be fighting while the sun sets over the ocean in the background.

• On the course select screen in Frisbee® Golf mode, hold **2** and press **A** to choose your course. Release **2** at the next screen. Now you'll play without any of the onscreen HUD items like the map and wind indicators.
• To play a pickup game in Basketball mode at night, hold **2** while selecting your Mii, then release **2** at the next screen.
• At the Mii select screen in Table Tennis mode, hold **2** and select your Mii. Release **2** at the next screen and you'll play to 11 (win by 2 points) instead of the standard 6-point match.
• On the course select screen in Golf mode, hold **2** and press **A** to choose your course. Release **2** at the next screen. Now you'll play without any of the onscreen HUD items like the map and wind indicators.
• At the Mii select screen in Bowling mode, hold either **Right, Left** or **Down** and press **A** to select your Mii. Depending on which direction you pressed, you'll have a different colored ball (**Right** = Gold, **Left** = Pink and **Down** = Green).
Secret Strike
In the Bowling mode 100-Pin Game, if you can manage to get your ball to travel on *top* of one of the railings all the way to the end of the lane, you'll earn the secret strike—knocking down all 100 pins without ever touching any of them! This is difficult to pull off, as you'll need to heft the ball onto the railing, but also put just the right amount of spin on your throw (the ball should spin slightly back toward the lane). You need the spin to avoid having it fall off the far side of the railing, but too much spin will cause it to drop back into the lane before reaching the end of the railing.



Xbox 360 tips

AMPED 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

Unlock all mountains—**X, Y, Up, Left, LB, LB, RT, X, Y, LT**

Unlock all sleds—**RT, X, LT, Down, Right, LB, LT, RT, Y, X**

Unlock all tricks—**LB, RT, Y, Up, Down, X, LT, Left, RB, RT**

Unlock all challenges—**Right, LB, LT, X, Left, RB, RT, Y, LT, X**

Unlock all zones on available mountains—**Down, X, Right, LB, Right, RB, X, RT, LT, Y**

Unlock all build objects—**LT, RT, Up, Up, RB, Left, Right, X, Y, LB**

Unlock all music—**Up, Left, RT, RB, RT, Up, Down, Left, Y, LT**

Unlock all clothing, gear, costumes and awesomeness—**Y, Down, Up, Left, Right, LB, Right, RT, RT, RB**

Unlock all awesomeness ranks—**RB, RB, Down, Left, Up, RT, X, RB, X, X**

Awesomeness always on—**Up, RT, X, Y, LB, X, Down, LB, RT, RB**

Low gravity—**RT, Down, Down, Up, X, LB, Y, RT, Y, Down**

No computer-controlled boarders/skiers—**X, X, LB, Down, Right, Right, Up, Y, Y, LT**

Super spins—**X, X, X, X, Y, Y, Y, X**

Mystery Code (see Page 94)—**Up, Up, Down, Down, Left, Right, Left, Right, X, Y**

BAJA: EDGE OF CONTROL

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:

SUPERMAX—Install all parts

SHOWTIME—Complete career 100%

BATTLEFIELD 2: MODERN COMBAT

Earn All Weapons

At any time during gameplay, hold **LB + RB** and press **Right, Right, Down, Up, Left, Left.**

BATTLEFIELD: BAD COMPANY

Unlock Multiplayer Weapons

Choose "Multiplayer" from the main menu, then select "Unlocks" and enter the following codes by accessing the "Redeem Code" option:

your3mynextt4rget—Unlock QBU88

try4ndrunf0rcov3r—Unlock M60

cov3r1ngthecorn3r—Unlock Uzi

aw3some f1rep0wer—Unlocks USAS12

BATTLESTATIONS: MIDWAY

Unlock All Missions, Challenges and Movies

Choose "U.S. Campaign" from the "Single Player" menu. At the "Select Mission" screen, hold **LT + LB + RT + RB** and press **X.**

BULLY: SCHOLARSHIP EDITION

Cheat Codes

Enter the following codes on a second controller at any time during gameplay:

Gain health—Hold **LB** and press **RT, RT, RT**

Infinite ammo—Hold **LB** and press **Up, Down, Up, Down**

All weapons and items—Hold **LB** and press **Up, Up, Up, Up**

All Gym Grapples—Hold **LB** and press **Up, Left, Down, Down, Y, X, A, A**

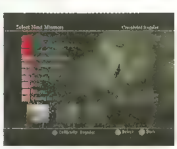
All Hobo Moves—Hold **LB** and press **Up, Left, Down, Right, Y, X, A, B**

Add $100—Hold **LB** and press **Y, X, B, A**

CALL OF DUTY 2

Unlock All Levels

Choose "Mission Select" from the main menu. At the "Select Next Mission" screen, hold **LB + RB** and press **Left, Left, Right, Right, Y, Y.** You'll hear a sound to confirm that you have entered the code correctly and all of the levels will be unlocked.



CALL OF DUTY 3

Unlock All Chapters

Choose "Chapter Select" from the main menu, then hold **BACK** and press **Right, Right, Left, Left, X, X.** All Chapters will now be unlocked.

DAMNATION

"Unlockables" Passwords

Choose "Unlockables" from the main menu and enter the following passwords:

Locknload—Unlock Custom Loadout

Peopleperson—Unlock Custom Characters

Lincolnstophat—Unlock Big Head Mode

Blowoffsomesteam—Unlock Vorpal Mechanical Repeater

Revenant—Unlock Insane Difficulty

DARKSIDERS

Cheat Code

Choose "Options" from the pause screen, then select "Enter Code" to enter the following cheat code.

The Hollow Lord—Unlock "The Harvester" secondary weapon (the next time you visit Vulgrim's shop it will be available to purchase at no cost)

DEAD SPACE

Cheat Codes

At any time during gameplay, pause the game and enter the following codes at the pause screen. Note: Most of these codes can only be used once.

Increase oxygen—**X, X, Y, Y, Y**

Stasis refill—**X, Y, Y, X, Y**

Two power nodes—**Y, X, X, X, Y**

Five power nodes—**Y, X, Y, X, X, Y, X, X, Y, X, X, Y**

1,000 credits—**X, X, X, Y, X**

2,000 credits—**X, X, X, Y, Y**

5,000 credits—**X, X, X, Y, X, Y**

10,000 credits—**X, Y, Y, Y, X, X, Y**

FUEL

Bonus Codes

Choose "Options" from the main menu, then select "Bonus Codes" and use the "Enter Bonus Code" option to enter these codes:

48992519—Unlock Camo Army Helmet

20061977—Unlock Road Addict Jacket

91031985—Unlock Speed Angel Shorts

17121973—Unlock Lightning Bolt for the Mudhog

18021974—Unlock Butterfly for the Sludgeray

18041851—Unlock the Warrior vehicle

G.I. JOE: THE RISE OF COBRA

Classic Costumes

Enter the following codes when the words "Press START Button to Play" appear at the title screen. You'll hear Duke and Scarlett yell "Yo Joe!" each time you enter a code correctly.

Unlocks Duke's Classic Outfit—**Left, Up, X, Up, Right, Y**

Unlocks Scarlett's Classic Outfit —**Right, Up, Down, Down, Y**

THE GODFATHER II

Cheat Codes

Enter these codes while in the "Don's View" mode (press **START** within the game to access this view after you take over the family). You can use each code once every five minutes.

Instant $5,000—**X, Y, X, X, Y, Left Thumbstick**

Max. ammunition—**Y, Left, Y, Right, X, Right Thumbstick**

Full health—**Left, X, Right, Y, Right, Left Thumbstick**

GRAND THEFT AUTO IV

Cheat Codes

Enter the following codes on Niko's cell phone at any time during the game. Note that some of these cheats will disable certain Achievements.

362-555-0100—Health

486-555-0150—Weapon assortment #1

486-555-0100—Weapon assortment #2

482-555-0100—Health and weapons

267-555-0100—Lower "wanted" level

267-555-0150—Raise "wanted" level

468-555-0100—Change weather conditions

359-555-0100—Annihilator (attack chopper) appears

938-555-0100—Jetmax (speedboat) appears

625-555-0100—NRG-900 (motorcycle) appears

625-555-0150—Sanchez (dirt bike) appears

227-555-0100—FIB Buffalo sedan appears

227-555-0175—Comet sports car appears

227-555-0147—Turismo sports car appears

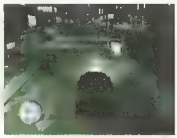
227-555-0142—Cognoscenti sedan appears

227-555-0168—Super GT sports car appears

GRAND THEFT AUTO IV EPISODES FROM LIBERTY CITY

The Lost and Damned Cheat Codes

Enter the following cheats into your cell phone at any time during gameplay in *The Lost and Damned* Note that using cheat codes may disable some achievements.



362-555-0100—Full health and body armor

482-555-0100—Full health, body armor and weapons

267-555-0100—Lower "Wanted" level

267-555-0150—Raise "Wanted" level

486-555-0100—Advanced weapons

486-555-0150—Poor weapons
227-555-0100—FIB Buffalo (sedan) appears
359-555-0100—Annihilator (attack helicopter) appears
826-555-0150—Gang Burrito (van) appears
245-555-0125—Double T (motorcycle) appears
245-555-0199—Hakuchou (motorcycle) appears
245-555-0150—Hexer (motorcycle) appears
245-555-0100—Innovation (motorcycle) appears
826-555-0100—Slamvan (van) appears
The Ballad of Gay Tony Cheat Codes
Enter the following cheats into Luis' cell phone at any time during gameplay in *The Ballad of Gay Tony*. Note that using cheat codes may disable some achievements.
362-555-0100—Full health and body armor
482-555-0100—Full health, body armor and weapons
276-555-2666—Super punch
359-555-7272—Parachute appears
486-555-0100—Advanced weapons
486-555-0150—Poor weapons
486-555-2526—Explosive Sniper
267-555-0100—Lower "Wanted" level
267-555-0150—Raise "Wanted" level
625-555-0200—Akuma (motorcycle) appears
272-555-8265—APC (armored vehicle) appears
359-555-2899—Buzzard (helicopter) appears
938-555-0150—Floater (boat) appears
359-555-0100—Annihilator (attack helicopter) appears
227-555-9666—Bullet GT (sports car) appears
227-555-0142—Cognoscenti (sedan) appears
227-555-0175—Comet (sports car) appears
938-555-0100—Jetmax (speedboat) appears
625-555-0100—NRG 900 (motorcycle) appears
625-555-0150—Sanchez (dirt bike) appears
227-555-0168—Super GT (sports car) appears
227-555-0147—Turismo (sports car) appears
227-555-0100—FIB Buffalo (sedan) appears
625-555-3273—Vader (motorcycle) appears
468-555-0100—Weather

GUITAR HERO 5

Cheat Codes

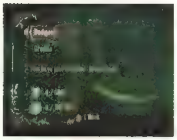
Choose "Options" from the main menu, then select "Input Cheats" and enter any of the following codes using the colored buttons on the guitar controller:
All characters unlocked—Blue, Blue, Green, Green, Red, Green, Red, Yellow
Air Instruments unlocked—Red, Red, Blue, Yellow, Green, Green, Green, Yellow
All HOPOs unlocked—Green, Green, Blue, Green, Green, Green, Yellow, Green
Always Slide unlocked—Green, Green, Red, Red, Yellow, Blue, Yellow, Blue
Auto Kick unlocked—Yellow, Green, Red, Blue, Blue, Blue, Blue, Red
Contest Winner1 unlocked—Green, Green, Red, Red, Yellow, Red, Yellow, Blue
Focus Mode unlocked—Yellow, Green, Red, Green, Yellow, Blue, Green, Green
HUD Free Mode unlocked—Green, Red, Green, Green, Yellow, Green, Green, Green
Invisible Rockers unlocked—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green
Performance Mode unlocked—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red

HALO 3

Cheat Codes
At any time during a local match or theater replay, press and hold any of the following button combinations for three seconds to activate (or deactivate) the corresponding effect:
Hide weapons—**LB + RB + Left Thumbstick + A + Down**
Show Coordinates—**LB + RB + Left Thumbstick + A + Up**
Toggle panoramic camera while "Show Coordinates" code is active—**Left Thumbstick + Right Thumbstick + Left**

HARRY POTTER AND THE HALF-BLOOD PRINCE

Unlock Everything



Choose "Rewards" from the main menu, then **Down, Left, Left, Left, Left, Down, Down, Right, Down, Left** on the D-pad to unlock all of the locked items and options.

IKARUGA (Xbox Live Arcade)

Infinite Continues
For every hour of play time, one continue is added to your maximum continues. If you simply play the game for more than eight hours, you'll unlock unlimited continues.

THE LEGEND OF SPYRO: DAWN OF THE DRAGON

Cheat Codes
Enter the following codes while the game is paused, using the left analog stick to input the directional commands:
Unlimited health—While holding **LB**, press **Right, Right, Down, Down, Left**
Unlimited Mana—While holding **RB**, press **Up, Right, Up, Left, Down**
Full Elemental Upgrades—While holding **LB**, press **Left, Up, Down, Up, Right**

LEGO HARRY POTTER: YEARS 1-4

Cheat Codes

Enter the following codes by visiting the top floor of Wisacres Wizarding Supplies in Diagon Alley:
Q Q W C 6 B—Invincibility
8 9 M L 2 W—Regenerate Hearts
J 9 U 6 Z 9—Extra Hearts
6 7 F K W Z—Stud Magnet
Z E X 7 M V—Fall Rescue
Z 9 B F A D—Fast Dig
F A 3 G Q A—Fast Magic
7 A D 7 H E—Red Brick Detector
8 4 Q N Q N—Gold Brick Detector
T T M C 6 D—Hogwarts Crest Detector
H A 7 9 V 8—Character Token Detector
H 2 7 K G C—Character Studs
7 4 Y K R 7—Score x2
J 3 W H N K—Score x4
X K 9 A N E—Score x6
H U F V 2 H—Score x8
H 8 X 6 9 Y—Score x10
A U C 8 E H—Carrot Wands
T 7 P V V N—Christmas
4 D M K 2 R—Disguise
F 8 8 V U W—Ice Rink
H Z B V X 7—Silhouettes
B M E U 6 X—Singing Mandrake
V E 9 V V 7—Accio
Q F B 6 N R—Anteoculatia
6 D N R 6 L—Calvorio
9 G J 4 4 2—Colovaria
C D 4 J L X—Engorgio Skullus
M Y N 3 N B—Entomorphis
N D 2 L 7 W—Flipendo
E R A 9 D R—Glacius
H 8 F T H L—Herbifors
Y E B 9 Q 9—Incarcerous
2 M 2 X J 6—Locomotor Mortis
U W 8 L R H—Redactum Skullus
2 U C A 3 M—Rictusempra
U 6 E E 8 X—Slugulus Eructo
U W D J 4 Y—Stupefy
K W W Q 4 4—Tarantallegra
Y Z N R F 6—Trip Jinx
Q E 4 V C 7—Gold Brick
F Y 8 H 9 7—Gold Brick
3 M Q T 4 P—Gold Brick
P Q P M 7 Z—Gold Brick
Z Y 2 C P A—Gold Brick
3 G M T P 6—Gold Brick
X Y 6 V Y Z—Gold Brick
T U N C 4 W—Gold Brick
E J 4 2 Q 6—Gold Brick
G F J C V 9—Gold Brick
D Z C Y 6 G—Gold Brick

LOST PLANET: EXTREME CONDITION

Cheat Codes
At any time during gameplay in a Campaign game, pause the game and enter any of the following codes. (Note: These codes only work at the Easy difficulty setting, and only after you have started Mission 1.)
Infinite health—**Down, Down, Down, Up, Y, Up, Y, Up, Y, Up, Up, Up, Down, X, Down, X, Down, X, Left, Y, Right, X, Left, Y, Right, X, RB + LB**
Infinite ammunition—**RT, RB, Y, X, Right, Down, Left, LB, LT, RT, RB, Y, X, Right, Down, Left, LB, LT, RT, LT, LB, RB, Y, Left, Down, X, RB + LB**
Earn 500 Thermal Energy—**Up, Up, Down, Down, Left, Right, Left, Right, X, Y, RB + LB**
Control Camera During Cutscenes
During any cutscene, press **B, A, X, Y, B, A, X, Y, B, A, X, Y.** You won't get any confirmation that the code is in place, but you will be able to use the left analog stick to move the camera around.

LOST PLANET 2

Unlockable T-shirts
At the Character Customization screen, select "LP2 Slot Machine," then choose the "Enter Password" option and enter each of the following codes to unlock both male and female versions of the corresponding T-shirt.
7 3 1 5 4 9 8 6—T-shirt 1
9 4 3 7 2 1 4 3—T-shirt 2
6 9 0 8 8 8 7 3—T-shirt 3
9 6 7 2 5 7 2 9—T-shirt 5
6 3 1 5 2 2 5 6—T-shirt 8
3 4 2 9 7 7 5 8—T-shirt 9
8 8 0 2 0 2 2 3—T-shirt 10
2 5 0 6 0 0 1 6—T-shirt 11
6 5 1 6 2 9 8 0—T-shirt 12
5 6 4 2 8 3 3 8—T-shirt 13
1 8 2 1 3 0 9 2—T-shirt 14
2 6 7 9 7 3 5 8—T-shirt 15
7 1 5 5 6 4 6 3—T-shirt 16
3 1 3 5 4 8 1 6—T-shirt 17
1 2 8 8 7 4 3 9—T-shirt 18

MARVEL ULTIMATE ALLIANCE 2

Cheat Codes
Enter the following codes at any time during gameplay:

Unlimited Fusion—**Right, Right, Up, Down, Up, Up, Left, START**
Unlock Thor—**Up, Right, Right, Down, Right, Down, Left, Right, START**
Unlock Jean Grey—**Left, Left, Right, Right, Up, Down, Up, Down, START**
Unlock Hulk—**Down, Left, Left, Up, Right, Up, Down, Left, START**
Unlock all Heroes—**Up, Up, Down, Down, Left, Left, Left, START**
Unlock all Alternate Costumes—**Up, Down, Left, Right, Left, Right, START**
More Cheat Codes
Enter the following codes at the main menu:
Unlock all Audio Files—**Left, Right, Right, Left, Up, Up, Right, START**

Unlock all Dossiers—**Down, Down, Down, Right, Right, Left, Down, START**
Unlock all Movies—**Up, Left, Left, Up, Right, Right, Up, START**

MERCENARIES 2: WORLD IN FLAMES

Cheat Codes
At any time during the game, open the PDA by pressing **BACK**, then press **LB, RB, RB, LB, RB, LB, LB, RB, RB, RB, LB, BACK**. With this code in place, open the PDA again and enter each of the following codes followed by **BACK** to activate them. Note: You must have the most recent update to the game for the cheats menu to work. Activating cheat codes disables many game functions such as leaderboards and the transfer of money from online games to offline games.
Invulnerability—**Up, Down, Left, Down, Right, Right**
Unlimited ammunition—**Up, Down, Left, Right, Left, Left**
Max. fuel—**Up, Up, Up, Down, Down, Down**
All supplies—**Left, Right, Right, Left, Up, Up, Left, Up**
All vehicles—**Up, Down, Left, Right, Right, Left**
All Airstrikes (except M.O.A.B.)—**Right, Left, Down, Up, Right, Left, Down, Up**
M.O.A.B. (Nuke)—**Up, Up, Down, Down, Left, Right, Left, Right**
All outfits unlocked—**Up, Right, Down, Left, Up**
Grappling Hook unlocked—**Up, Left, Down, Right, Up**

OPERATION FLASHPOINT: DRAGON RISING

Unlock Missions
Choos "Bonus Codes" from the Extras menu, then select "Enter Code" and enter any of the following codes:

AmbushU454—Unlock the "Ambush—FTE" mission
BLEEDING BADLY—Unlock the "FTE" mission
CloseQ8M3—Unlock the "Close Quarters—FTE" mission
OFPWEB1—Unlock the "Encampment—FTE" mission
OFPWEB2—Unlock the "Debris Field—FTE" mission
RaidT18Z—Unlock the "Night Raid—FTE" mission
StrongM577—Unlock the "Coastal Stronghold—FTE" mission

THE ORANGE BOX: HALF-LIFE 2

Cheat Codes
Enter these codes at any time during gameplay:
Invincibility—**LB, Up, RB, Up, LB, LB, Up, RB, RB, Up**
Gain 25 health—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**
Full ammunition for selected weapon—**Y, B, A, X, RB, Y, X, A, B, RB**
Unlock all stages—**Left, Left, Left, Left, LB, Right, Right, Right, Right, RB**

THE ORANGE BOX: PORTAL

Cheat Codes
Enter the following codes at any time during gameplay:
Invincibility—**LB, Up, RB, Up, LB, LB, Up, RB, RB, Up**
Create a cube—**Down, B, A, B, Y, Down, B, A, B, Y**
Fire an electrical orb—**Up, Y, Y, X, X, A, A, B, B, Up**
Place portals on any surface—**Y, A, B, A, B, Y, Y, A, Left, Right**
Upgrade Portal Gun—**X, B, LB, RB, Left, Right, LB, RB, LT, RT** (Note: This code will only work on the stages before you earn the ability to fire both orange and blue portals)
The following codes allow for the creation of multiple pairs of portals at the same time:
Portal Gun 1—**Up, Left, Down, Right, Up, Left, Down, Right, Y, Y**
Portal Gun 2—**Up, Left, Down, Right, Up, Left, Down, Right, X, X**
Portal Gun 3—**Up, Left, Down, Right, Up, Left, Down, Right, A, A**
Portal Gun 4—**Up, Left, Down, Right, Up, Left, Down, Right, B, B**

PRINCE OF PERSIA

Unlock Bonus Skins
Choose "Extras" from the main menu, then select "Skin Manager" and enter the following code:
5 2 5 8 5 8 5 4—Unlock "Sands of Time Prince" and "Farah-Soft" skins

QUAKE 4

Cheat Codes
During gameplay, press **BACK** and enter the following codes when the Objectives window appears:
Full health—**B, A, B, A, Up, Up, Down, X**
Health meter never goes below 1 (falling will still kill you)—**Down, Up, Down, Down, Up, Right, Left, Right, Y, X, X, A**
Unlock all weapons, earn 100% health and 100% armor—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**

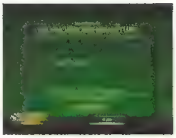
RED DEAD REDEMPTION

Cheat Codes
Choose "Options" from the pause menu, then select "Cheats" and enter each of the following codes to load the corresponding cheat into the game's Cheats menu. If you activate a code, it will disable the ability to save your game and earn achievements or trophies. (Note that the codes are not case-sensitive).

HUMILITY BEFORE THE LORD—Who? (resets fame meter)
THEY SELL SOULS CHEAP HERE—Decrease Bounty
I WISH I WORKED FOR UNCLE SAM—Diplomatic Immunity
THE OLD WAYS IS THE BEST WAYS—Old School (sepia filter)
I AM ONE OF THEM FAMOUS FELLAS—Famous
THE ROOT OF ALL EVIL, WE THANK YOU!—Money
IT'S MY CONSTITUTIONAL RIGHT—Gun Set 1
I'M AN AMERICAN. I NEED GUNS—Gun Set 2
IT AINT PRIDE. IT'S HONOR—Good Guy
ABUNDANCE IS EVERYWHERE—Infinite Ammo
I DON'T UNDERSTAND IMNFINITY—Infinite Dead Eye
MAKE HAY WHILE THE SUN SHINES—Infinite Horse Stamina
HE GIVES STRENGTH TO THE WEAK—Invincibility
I LOVE A MAN IN UNIFORM—Man in Uniform
OH MY SON, MY BLESSED SON—Jack Attack
DON'T YOU LOOK FINE AND DANDY—Sharp Dressed Man
NOW WHO PUT THAT THERE?—Coach
BEASTS AND MAN TOGETHER—Horse
YOU GOT YOURSELF A FINE PAIR OF EYES—Lewis and Clark
YOU THINK YOU TOUGH, MISTER?—Gang Chic

ROCK BAND 3

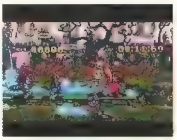
Unlockable Guitars
Enter any of the following codes at the main menu by pressing the colored buttons on the guitar controller:



Ovation D2010—Orange, Blue, Orange, Orange, Blue, Blue, Orange, Blue
Stop! Guitar—Orange, Orange, Blue, Blue, Orange, Blue, Blue, Orange
Guild X-79—Blue, Orange, Orange, Blue, Orange, Orange, Blue, Blue

SCOTT PILGRIM VS. THE WORLD

Secret Codes
Enter the following codes at the main menu:



Multiple players can choose the same character—**Down, RB, Up, LB, Y, B**
Power of Love sword—**X, X, X, A, B, A, Y, Y**
Boss Rush mode—**Right, Right, B, RB, Right, Right, B, RB**
Survival Horror mode—**Down, Up, Right, Down, Up, Right, Down, Up, Right, Right, Right**
Enable blood—**A, B, A, X, A, B, B**
Cute animals instead of coins—**Up, Up, Down, Down, Up, Up, Up, Up**

SECTION 8

Unlockable Items
Choose "Dropship" from the main menu, then select "Unlock Code" and enter any of the following codes to unlock the corresponding bonus item:
6 8 4 3 2 1 8 1—Assault Rifle
1 3 3 7 4 8 7 7—Auto Pistol
1 7 0 1 3 2 1 4—Captain Armor

SKATE 3

Cheat Codes
Choose "Options" from the pause menu, then select "Extras" and use the "Enter Cheat Code" option to enter the following codes:
m i n i s k a t e r s—Enable Mini Skater Mode
m c f l y—Enable Hoverboard Mode
z o m b i e—Enable Zombie Mode
s t r e e t s w e e p e r—All Object Locations Reset
d e a d s p a c e t o o—Isaac Clarke Unlocked

SPLIT/SECOND

Unlock Cars
Select "Options" from the main menu, then enter any of the following codes at the options menu, using the D-pad for the directional inputs:
Unlock Hanzo FX350 CX—**X, Up, X, Up, X, Up**
Unlock Ryback Coyote AMX—**Left, X, Left, X, Left, X, Left, X, Left, X, Left, X, Right**
Unlock Ryback Mohawk XDX—**X, Down, X, Down, X, Down**

SPONGEBOB'S TRUTH OR SQUARE

Cheat Codes
In Spongebob's house, find the conch shell phone on the end table near the sofa and press **A** to access the cheat code entry screen. Now you can enter the following codes:
2 6 2 6—All costumes unlocked
3 1 4 1—500 coins
6 6 4 7—Black & White mode

STAR WARS: THE FORCE UNLEASHED

Cheat Codes
Select "Input Code" from the pause menu and enter any of the following codes:
K A T A R N—Unlock all Force Powers at max power
A D E G A N—Unlock all Saber Throw ranks
D A T H O M I R—Unlock all Repulse ranks
E X A R K U N—Unlock all Force Push ranks
J O C A S T A—Unlock all Talents
H U R R I K A N E—Unlock all Saber Crystals
L I G H T S A B E R—Unlock Deadly Saber
S I T H S P A W N—Unlock Sith Master Difficulty
O S S U S—Unlock all Databank entries
M I N D T R I C K—Unlock Mirror Mode
M A N D A L O R E—Unlock Kota costume
P R O T O T Y P E—Unlock Proxy costume
B L A C K H O L E—Unlock Shadow Trooper costume
T K 4 2 1 B L U E—Unlock Stormtrooper Commander costume
W O O K I E E—Unlock Master Kento costume
K O R R I B A N—Unlock Sith Stalker costume
F E R R A L—Unlock Scout Trooper costume

HOLOCRON—Unlock Adventure Robe costume
DANTOOINE—Unlock Ceremonial Jedi Robe
SNOWMAN—Unlock Snowtrooper costume
VICEROY—Unlock Bail Organa costume
PHOENIX—Unlock Incinerator Trooper costume
MASTERMIND—Unlock Emperor costume
HARDBOILED—Unlock Drunken Kota costume
SOHNDANN—Unlock all costumes
RAGNOS—Unlock new Combo
FREEDON—Unlock new Combo
RAGNOS—Unlock new Combo
MASSASSI—Unlock new Combo
SAZEN—Unlock new Combo
LUMIYA—Unlock new Combo
MARAJADE—Unlock new Combo
YADDLE—Unlock new Combo
VENTRESS—Unlock new Combo
EETHKOTH—Unlock new Combo
BRUTALSTAB—Unlock new Combo
PLOKOON—Unlock new Combo
KITFISTO—Unlock new Combo
DARAGON—Unlock new Combo
MOLDYCROW—Unlock all Combos

STAR WARS: THE FORCE UNLEASHED II

Secret Codes
Choose "Options" from the pause menu, then select "Cheat Codes" and enter the following codes:

yarael—Mind Trick Force Power unlocked
traya—Saber Throw Force Power unlocked
marek—Force Repulse Force Power unlocked
solari—Wisdom Lightsaber Crystals Unlocked
libo—Healing Lightsaber Crystals unlocked
nomi—Experimental Jedi Armor costume unlocked
ajp400—Jumptrooper costume unlocked
gunray—Neimoidian costume unlocked
mandalore—Boba Fett costume unlocked
tk421—Stormtrooper costume unlocked
ventress—Dark Apprentice costume unlocked
morguka—Saber Guard costume unlocked
haazen—Sith Acolyte costume unlocked
rahm—Kota costume unlocked
rebelscum—Rebel Soldier costume unlocked
shadow—Terror Trooper costume unlocked
specforce—Rebel Commando costume unlocked
harper—Scout Trooper costume unlocked
holodroid—Sith Training Droid costume unlocked

TIMESHIFT

Cheat Code
Select "Multiplayer" from the main menu, then choose "Model" and press **Left** on the D-pad to select Krone, who will be locked. Now press **Y** and enter the password "RXYMCPENCJ" to unlock Krone's multiplayer model.

TOM CLANCY'S ENDWAR

Cheat Codes
Choose "Community" from the main menu, then select "Extras," highlight the "Downloadable Content" option and press **Y** to bring up a text entry menu. Use it to enter the following passwords:
EUCA20—Unlock new EFEC battalion
JSFA35— Unlock new JSF battalion
SPZT17—Unlock new Spetznaz battalion
SPZA39—Unlock new Spetznaz battalion

TOM CLANCY'S RAINBOW SIX: VEGAS 2

Pause Menu Cheats
Enter these codes while the game is paused.
G.I. John Doe Mode—Hold **RB** and press **Left Thumbstick, Left Thumbstick, A, Right Thumbstick, Right Thumbstick, B, Left Thumbstick, Left Thumbstick, X, Right Thumbstick, Right Thumbstick, Y**
Super Ragdoll Mode—Hold **RB** and press **A, A, B, B, X, X, Y, Y, A, B, X, Y**
Third Person Mode—Hold **RB** and press **X, B, X, B, Left Thumbstick, Left Thumbstick, Y, A, Y, A, Right Thumbstick, Right Thumbstick**
Outfitting Menu Cheat
Enter the following code at the Outfitting screen:
Unlock T.A.R. 21 assault rifle—Hold **RB** and press **Down, Down, Up, Up, X, B, X, B, Y, Up, Up, Y**

TOMB RAIDER: UNDERWORLD

Cheat Codes
At any time during gameplay, hold **LT** and enter the following codes:

Invincibility—**A, RT, Y, RT, X, LB**
One-shot kills—**X, B, A, LB, RT, Y**
Show enemy health—**Y, A, Y, X, LB, B**

TRANSFORMERS: REVENGE OF THE FALLEN

Cheat Codes
Select "Cheat Codes" from the main menu and enter each of the following codes to activate the corresponding option:
Unlimited Turbo—**B, Left Thumbstick, X, Right Thumbstick, A, Y**
You are invincible!—**Right Thumbstick, A, X, Left Thumbstick, X, X**
Always in Overdrive—**LB, B, LB, A, X, Right Thumbstick**
Energon multiplier—**Y, X, B, Right Thumbstick, A, Y**
Enemy accuracy increased—**Y, Y, B, A, X, LB**
Enemy accuracy lowered—**X, Left Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, RB**
Enemy damage increased—**LB, Y, A, Y, Right Thumbstick, Right Thumbstick**
Enemy strength increased—**B, X, LB, B, Right Thumbstick, Y**
Extra Weapon Mode weapon damage—**Y, Y, Right Thumbstick, A, LB, Y**
Extra Vehicle Mode weapon damage—**Y, B, RB, X, Right Thumbstick, Left Thumbstick**
You are now Protectobot!—**Right Thumbstick, LB, LB, Y, X, A**
You are now Seeker!—**X, Y, X, LB, A, LB**
No more weapon overheat—**Left Thumbstick, X, A, Left Thumbstick, Y, LB**
No more Special Ability Cooldowns—**Right Thumbstick, X, Right Thumbstick, Right Thumbstick, X, A**
All Upgrades activated—**LB, Y, LB, B, X, X**
One-Hit Melee Kills activated—**Right Thumbstick, A, LB, B, Right Thumbstick, LB**
Special Kills Only Mode activated—**B, B, RB, B, A, Left Thumbstick**
Unlock all missions in Cairo—**Right Thumbstick, Y, A, Y, Left Thumbstick, LB**
Unlock all missions in DeepSix—**X, RB, Y, B, A, LB**
Unlock all missions in U.S. East Coast—**Right Thumbstick, Left Thumbstick, RB, A, B, X**
Unlock all missions in Shanghai—**Y, Left Thumbstick, Right Thumbstick, LB, Y, A**
Unlock all missions in U.S. West Coast—**LB, RB, Right Thumbstick, Y, Right Thumbstick, B**
G1 Colors Ironhide unlocked—**LB, RB, RB, A, B, Y**
G1 Colors Starscream un.ocked—**B, A, B, RB, Y, RB**
Gold Megatron unlocked—**Down, Up, Right, Right, Left, Up**
Gold Optimus Prime unlocked—**Up, Down, Left, Left, Right, Down**

TROPICO 3

Cheats Menu
At any time during gameplay, press **Left Thumbstick + Right Thumbstick + START + BACK** to access a secret menu with various cheat options.

VELVET ASSASSIN

Cheat Codes
Note: You will need a USB keyboard to enter these cheat codes. Enter the codes on the keyboard at any time during gameplay:
Finish current stage—While holding **Left Shift + L**, press **End**
God mode—While holding **Left Shift + Right Shift + P**, press **G**

VIVA PIÑATA

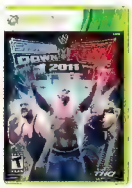
Unlock Additional Items
After beginning a new game, start a new garden and enter any of the following codes as the name of your garden. After entering a code, you will still be able to give the garden any name you wish.
chewnicorn—Unlock five new accessories at the pet shop
kittyfloss—Unlock YMCA gear for your piñatas
goobaa—Unlock new items for the piñatas to wear
bullseye—Unlock new items for the piñatas to wear

WANTED: WEAPONS OF FATE

Cheat Codes
Select "Secret Codes" from the main menu and enter the following codes to unlock new cheats:
01001100—Health improvement
01101101—Unlimited adrenaline
01101111—Unlimited ammo
01110010—One shot/one kill
01100001—Play with Special Suit
01001111—Super weapons
01110100—Cinematic mode
01100101—Close Combat mode
01100111—Headshot mode
01010111—Play as Airplane Bodyguard
01010100—Play as Cross
01000100—Play as Janice
01000011—Play as Wesley

WWE SMACKDOWN VS. RAW 2011

Cheat Codes
Choose "Options" from the "My WWE" menu, then select "Cheat Codes" and enter any of the following codes:



SLURPEE—John Cena (Entrance/Civilian) unlocked
apexpredator—All of Randy Orton's costumes unlocked
8thannualtribute—Tribute to the Troops arena unlocked

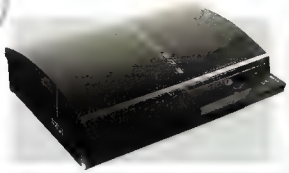
X-MEN ORIGINS: WOLVERINE

Cheat Codes
Enter each code during gameplay. Note that some of these codes will disable Achievements while enabled.
Double Enemy Reflex Experience—**A, A, X, X, Y, Y, B, B, Y, Y, X, X, A, A, Right Thumbstick**
Infinite Rage—**Y, X, X, Y, B, B, Y, A, A, Y, Right Thumbstick**
Undying Mode—**X, A, A, X, Y, Y, X, B, B, X, Right Thumbstick**
Classic Wolverine Costume Unlocked—**A, X, B, X, A, Y, A, Y, A, X, B, B, X, Right Thumbstick**

X-MEN: THE OFFICIAL GAME

Cheat Codes
Choose "Cerebro Files" from the main menu and enter these codes at the "Cerebro Files" screen:

Unlock Iceman's Danger Room Challenge—**Right, Right, Left, Left, Down, Up, Down, Up, START**
Unlock Wolverine's Danger Room Challenge—**Down, Down, Up, Up, Right, Left, Right, Left, START**
Unlock Nightcrawler's Danger Room Challenge—**Up, Up, Down, Down, Left, Right, Left, Right, START**



PlayStation 3 tips

BAJA: EDGE OF CONTROL
Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes:
S U P E R M A X—Install all parts
S H O W T I M E—Complete career 100%

BAKUGAN: BATTLE BRAWLERS
Cheat Codes
Enter each of the following codes at the name entry prompt to start with extra BP:
3 3 2 0 4 4 2 9—1,000 BP
4 2 3 4 8 2 9 4—5,000 BP
4 6 8 3 6 4 7 8—10,000 BP
1 8 4 9 9 7 5 3—100,000 BP
2 6 0 3 7 9 4 7—500,000 BP

BATTLEFIELD: BAD COMPANY
Unlock Multiplayer Weapons
Choose "Multiplayer" from the main menu, then select "Unlocks" and enter the following codes by accessing the "Redeem Code" option:
y o u r 3 m y n e x t t 4 r g e t—Unlock QBU88
t r y 4 n d r u n f 0 r c o v 3 r—Unlock M60
c o v 3 r 1 n g t h e c o r n 3 r—Unlock Uzi
a w 3 s o m e f 1 r e p 0 w e r—Unlocks USAS12

BOLT
Cheat Codes
Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Unlock all game levels—**Right, Up, Left, Right, Up, Right**
Unlock all minigames—**Right, Up, Right, Right**
Unlimited invulnerability—**Down, Down, Up, Left**
Unlimited Laser Eyes—**Left, Left, Up, Right**
Unlimited Stealth Camo—**Left, Down, Down, Down**
Unlimited Enhanced Vision—**Left, Right, Up, Down**
Unlimited gas mines—**Right, Left, Left, Up, Down, Right**
Unlimited Superbark—**Right, Left, Left, Up, Down, Up**
Unlimited Ground Pound—**Right, Up, Right, Up, Left, Down**

THE BOURNE CONSPIRACY
Passwords
Select "Cheats" at the main menu, then enter the following passwords to unlock improved weapons:
a l w a y s a n o b j e c t i v e—Automatic Shotguns Replace Semi-Autos
W h a t t h e y m a k e y o u g i v e—Light Machine Guns have Silencers

BROTHERS IN ARMS: HELL'S HIGHWAY
Cheat Codes
Choose "Options" from the main menu, then select "Enter Code" and enter the following codes:
0 Z N D R B I C R A—All Recon Points
H I 9 W T P X S U K—Bonus multiplayer character
S H 2 V Y I V N Z F—Kilroy Alert

CALL OF DUTY 3
Unlock All Chapters
Choose "Chapter Select" from the main menu, then hold **SELECT** and press **Right, Right, Left, Left,** □, □.

DAMNATION
"Unlockables" Passwords
Choose "Unlockables" from the main menu and enter the following passwords:

R e v e n a n t—Unlock Insane Difficulty
L o c k n l o a d—Unlock Custom Loadout
P e o p l e p e r s o n—Unlock Custom Characters
L i n c o l n s t o p h a t—Unlock Big Head Mode
B l o w o f f s o m e s t e a m—Unlock Vorpal Mechanical Repeater

DARKSIDERS
Cheat Code
Choose "Options" from the pause screen, then select "Enter Code" to enter the following code:
The Hollow Lord—Unlock "The Harvester" secondary weapon (the next time you visit Vulgrim's shop it will be available to purchase at no cost)

DEAD SPACE
Cheat Codes
At any time during gameplay, pause the game and enter any of the following codes at the pause screen. Note: Most of these codes can only be used one time
Increase oxygen—□, □, △, △, △
Stasis refill—△, □, △, △, □, △
Two Power Nodes—△, □, □, □, △
Five Power Nodes—△, □, △, □, □, △, □, □, △, □, □, △
1,000 credits—□, □, □, △, □
2,000 credits—□, □, □, △, △
5,000 credits—□, □, □, △, □, △
10,000 credits—□, △, △, △, □, □, △

FUEL
Bonus Codes
Choose "Options" from the main menu, then select "Bonus Codes" and use the "Enter Bonus Code" option to enter these codes:
4 8 9 9 2 5 1 9—Unlock Camo Army Helmet
2 0 0 6 1 9 7 7—Unlock Road Addict Jacket
9 1 0 3 1 9 8 5—Unlock Speed Angel Shorts
1 7 1 2 1 9 7 3—Unlock Lightning Bolt for Mudhog
1 8 0 2 1 9 7 4—Unlock Butterfly for the Sludgeray
1 8 0 4 1 8 5 1—Unlock the Warrior vehicle

FULL AUTO 2: BATTLELINES
Cheat Codes
Choose "Settings" from the main menu, then select "Extras" and access the "Cheat Codes" option to enter either of the following passwords:

1 0 E 6 C U S T O M E R—Unlock Sceptre vehicle and Mini-Rockets in Arcade mode
5 F I N G E R D I S C O U N T—Unlocks the Vulcan and Flamethrower

G.I. JOE: THE RISE OF COBRA
Classic Costumes
Enter the following codes when the words "Press START Button to Play" appear at the title screen:
Unlocks Duke's Classic Outfit—**Left, Up,** □, **Up, Right,** △
Unlocks Scarlett's Classic Outfit —**Right, Up, Down, Down,** △

THE GODFATHER: THE GAME
Cheat Codes
At any time during gameplay, press **START** to pause the game and enter any of the following codes at the pause menu:
Refill health—**Left,** □, **Right,** △, **Right, L3**
Refill ammunition—△, **Left,** △, **Right,** □, **R3**
Earn $5,000—□, △, □, □, △, **L3**
Unlock All Movies in the Film Archive
At the save menu, where the "Join the Family" and "Enter the Tailor Shop" options appear, press △, □, △, □, □, **L3**. You'll hear a sound to confirm that the movies have been unlocked.

THE GODFATHER II
Cheat Codes
Enter these codes while in the "Don's View" mode (press **START** within the game to access this view after you take over the family). You can use each code once every five minutes.
Instant $5,000—□, △, □, □, △, **L3**
Max. ammunition—△, **Left,** △, **Right,** □, **R3**
Full health—**Left,** □, **Right,** △, **Right, L3**

GRAND THEFT AUTO IV
Cheat Codes
Enter the following codes on Niko's cell phone at any time during the game. Note that some of these cheats will disable certain Achievements when they are activated.

3 6 2 - 5 5 5 - 0 1 0 0—Health
4 8 6 - 5 5 5 - 0 1 5 0—Weapon assortment #1
4 8 6 - 5 5 5 - 0 1 0 0—Weapon assortment #2
4 8 2 - 5 5 5 - 0 1 0 0—Health and weapons
2 6 7 - 5 5 5 - 0 1 0 0--Lower "wanted" level
2 6 7 - 5 5 5 - 0 1 5 0—Raise "wanted" level
4 6 8 - 5 5 5 - 0 1 0 0--Change weather conditions
3 5 9 - 5 5 5 - 0 1 0 0—Annihilator (attack chopper) appears
9 3 8 - 5 5 5 - 0 1 0 0—Jetmax (speedboat) appears
6 2 5 - 5 5 5 - 0 1 0 0—NRG-900 (motorcycle) appears
6 2 5 - 5 5 5 - 0 1 5 0—Sanchez (dirt bike) appears
2 2 7 - 5 5 5 - 0 1 0 0—FIB Buffalo sedan appears
2 2 7 - 5 5 5 - 0 1 7 5—Comet sports car appears
2 2 7 - 5 5 5 - 0 1 4 7—Turismo sports car appears
2 2 7 - 5 5 5 - 0 1 4 2—Cognoscenti sedan appears
2 2 7 - 5 5 5 - 0 1 6 8—Super GT sports car appears

GRID
Unlock Cars
Choose "Options" from the main menu, then select "Bonus Codes" and enter any of the following codes:
t u n 5 8 3 9 6—Unlock all Drift Cars
m u s 5 9 2 7 9—Unlock all Drift Cars
f 9 3 8 5 7 3 7 2—Unlock Buchbinder Emotional Engineering BMW 320si
p 4 7 2 0 3 8 4 5—Unlock Play.com Aston Martin
m 3 8 5 7 2 3 4 3—Unlock Micromania Pagani Zonda R
g 2 9 7 8 2 6 5 5—Unlock Gamestation BMW 320si

GUITAR HERO 5

Cheat Codes

Choose "Options" from the main menu, then select "Input Cheats" and enter any of the following codes using the colored buttons on the guitar controller:

All characters unlocked—Blue, Blue, Green, Green, Red, Green, Red, Yellow

Air Instruments unlocked—Red, Red, Blue, Yellow, Green, Green, Green, Yellow

All HOPOs unlocked—Green, Green, Blue, Green, Green, Green, Yellow, Green

Always Slide unlocked—Green, Green, Red, Red, Yellow, Blue, Yellow, Blue

Auto Kick unlocked—Yellow, Green, Red, Blue, Blue, Blue, Blue, Red

Contest Winner1 unlocked—Green, Green, Red, Red, Yellow, Red, Yellow, Blue

Focus Mode unlocked—Yellow, Green, Red, Green, Yellow, Blue, Green, Green

HUD Free Mode unlocked—Green, Red, Green, Green, Yellow, Green, Green, Green

Invisible Rockers unlocked—Green, Red, Yellow, Yellow, Yellow, Blue, Blue, Green

Performance Mode unlocked—Yellow, Yellow, Blue, Red, Blue, Green, Red, Red

KUNG FU PANDA

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and press ✕ to enter each new cheat code:

Infinite Chi—**Down, Right, Left, Up, Down**

Invulnerability—**Down, Down, Right, Up, Left**

Unlock all Multiplayer characters—**Left, Down, Left, Right, Down**

Unlock Dragon Warrior outfit for Multiplayer—**Left, Down, Right, Left, Up**

Big head mode—**Down, Up, Left, Right, Right**

LAIR

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter these case-sensitive codes:

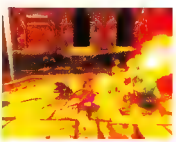
koelsch—Unlocks Stables option on the Mission Select screen

chicken—Chicken Curry video

686F7420636F6666665655—Hot Coffee video

THE LEGEND OF SPYRO: DAWN OF THE DRAGON

Cheat Codes



Enter the following codes while the game is paused, using the left analog stick to input the directional commands:

Unlimited health While holding **L1**, press **Right, Right, Down, Down, Left**

Unlimited Mana—While holding **R1**, press **Up, Right, Up, Left, Down**

Maximum XP—While holding **R1**, press **Left, Right, Right, Up, Up**

Full Elemental Upgrades—While holding **L1**, press **Left, Up, Down, Up, Right**

LEGENDS OF WRESTLEMANIA

Unlock Alternate Outfits

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following codes to unlock new outfits for various wrestlers:

TheRoadWarriorAnimal—Unlock Animal's second costume

BrutusTheBarberShop!—Unlock Brutus Beefcake's second costume

IronSheikCamelClutch—Unlock Iron Sheik's second costume

WithManagerJimmyHart—Unlock Jimmy Hart's second costume

TheBirdmanKokoBWare!—Unlock Koko B. Ware's second costume

CobraClutchSlaughter—Unlock Sgt. Slaughter's second costume

ShawnsSweetChinMusic—Unlock Shawn Michaels' second costume

UnlockTheRockBottom!—Unlock The Rock's second costume

UndertakersTombstone—Unlock Undertaker's second costume

LEGO HARRY POTTER: YEARS 1-4

Cheat Codes

Enter the following codes by visiting the top floor of Wisacres Wizarding Supplies in Diagon Alley:

ZEX7MV—Fall Rescue

Z9BFAD—Fast Dig

FA3GQA—Fast Magic

QQWC6B—Invincibility

89ML2W—Regenerate Hearts

J9U6Z9—Extra Hearts

67FKWZ—Stud Magnet

7AD7HE—Red Brick Detector

84QNQN—Gold Brick Detector

TTMC6D—Hogwarts Crest Detector

HA79V8—Character Token Detector

H27KGC—Character Studs

74YKR7—Score x2

J3WHNK—Score x4

XK9ANE—Score x6

HUFV2H—Score x8

H8X69Y—Score x10

AUC8EH—Carrot Wands

T7PVVN—Christmas

4DMK2R—Disguise

F88VUW—Ice Rink

HZBVX7—Silhouettes

BMEU6X—Singing Mandrake

VE9VV7—Accio

QFB6NR—Anteoculatia

6DNR6L—Calvorio

9GJ442—Colovaria

CD4JLX—Engorgio Skullus

MYN3NB—Entomorphis

ND2L7W—Flipendo

ERA9DR—Glacius

H8FTHL—Herbifors

YE89Q9—Incarcerous

2M2XJ6—Locomotor Mortis

UW8LRH—Redactum Skullus

2UCA3M—Rictusempra

U6EE8X—Slugulus Eructo

UWDJ4Y—Stupefy

KWWQ44—Tarantallegra

YZNRF6—Trip Jinx

QE4VC7—Gold Brick

FY8H97—Gold Brick

3MQT4P—Gold Brick

PQPM7Z—Gold Brick

ZY2CPA—Gold Brick

3GMTP6—Gold Brick

XY6VYZ—Gold Brick

TUNC4W—Gold Brick

EJ42Q6—Gold Brick

GFJCV9—Gold Brick

DZCY6G—Gold Brick

LOST PLANET: EXTREME CONDITION

Cheat Codes

At any time during gameplay in a Campaign game, pause the game and enter any of the following codes. (Note: These codes only work at the Easy difficulty setting, and only after you have started Mission 1.)

Invulnerability—**Down, Down, Down, Up, △, Up, △, Up, △, Up, Up, Up, Down, □, Down, □, Down, □, Left, △, Right, □, Left, △, Right, □, R1 + L1**

Unlimited ammunition—**R2, R1, △, □, Right, Down, Left, L1, L2, R2, R1, △, □, Right, Down, Left, L1, L2, R2, L2, L1, R1, △, Left, Down, □, R1 + L1**

Gain 500 T-Eng—**Up, Up, Down, Down, Left, Right, Left, Right, □, △, R1 + L1**

MARVEL ULTIMATE ALLIANCE 2

Cheat Codes

Enter these codes at any time during gameplay:

Unlimited Fusion—**Right, Right, Up, Down, Up, Up, Left, START**

Unlock Thor—**Up, Right, Right, Down, Right, Down, Left, Right, START**

Unlock Jean Grey—**Left, Left, Right, Right, Up, Down, Up, Down, START**

Unlock Hulk—**Down, Left, Left, Up, Right, Up, Down, Left, START**

Unlock all Heroes—**Up, Up, Down, Down, Left, Left, Left, START**

Unlock all Alternate Costumes—**Up, Down, Left, Right, Left, Right, START**

More Cheat Codes

Enter the following codes at the main menu:

Unlock all Audio Files—**Left, Right, Right, Left, Up, Up, Right, START**

Unlock all Dossiers—**Down, Down, Down, Right, Right, Left, Down, START**

Unlock all Movies—**Up, Left, Left, Up, Right, Right, Up, START**

MEDAL OF HONOR: AIRBORNE

Cheat Codes

Enter these codes at any time during gameplay. Note: The codes will disable your ability to save.

Restore health to full—Hold **L1 + R1** and press □, ○, △, ✕, ✕, then hold **L1 + R1** and press △, □, □, △, ✕, ○

Unlimited ammo—Hold **L1 + R1** and press □, ○, △, ✕, ✕, then hold **L1 + R1** and press ○, ○, △, □, ✕, △

MERCENARIES 2: WORLD IN FLAMES

Cheat Codes

At any time during the game, open the PDA by pressing **SELECT**, then press **L2, R2, R2, L2, R2, L2, L2, R2, R2, R2, L2, SELECT**. With this code in place, open the PDA again and enter each of the following codes followed by **SELECT** to activate them. Note: You must have the most recent update to the game for the cheats menu to work. Activating cheat codes disables many game functions such as leaderboards and the transfer of money from online games to offline games.

Invulnerability—**Up, Down, Left, Down, Right, Right**

Unlimited ammunition—**Up, Down, Left, Right, Left, Left**

Max. fuel—**Up, Up, Up, Down, Down, Down**

All supplies—**Left, Right, Right, Left, Up, Up, Left, Up**

All vehicles—**Up, Down, Left, Right, Right, Left**

All Airstrikes (except M.O.A.B.)—**Right, Left, Down, Up, Right, Left, Down, Up**

M.O.A.B. (Nuke)—**Up, Up, Down, Down, Left, Right, Left, Right**

All outfits unlocked—**Up, Right, Down, Left, Up**

Grappling Hook unlocked—**Up, Left, Down, Right, Up**

MOTORSTORM

Unlock All Races and Vehicles

At the main menu, press and hold **L1 + L2 + L3 + R1 + R2 + R3**. While continuing to hold all of the buttons down, push the right analog stick **Up** and simultaneously push the left analog stick **Down**. You'll hear a sound to confirm the code.

MX VS. ATV REFLEX
Cheat Codes
Press □ at the main menu, then select "Enter Cheat Code" and enter any of the following codes:
r e a d y t o r a c e—Unlock all KTM MX bikes and ATVs
a l l a i—Unlock all A.I. opponents for play in Arcade mode
w h e r e t o—Unlock all event locations in Arcade mode
c o u c h e s—Unlock all ATV vehicles for purchase in the Garage
b r a p b r a p—Unlock all MX vehicles for purchase in the Garage
w i n d o w s—Unlock all available goggles
s k u l l c a p—Unlock all available helmets
k i c k s—Unlock all available boots
g e a r e d u p—Unlock all available rider gear

MX VS. ATV UNTAMED
Cheat Code
Select "Cheat Codes" from the Options menu and enter the following code:
N O H A N D S—All Handlebars Unlocked

NEED FOR SPEED: CARBON
Cheat Codes
Enter the following codes at the main menu to unlock the corresponding cheat. When you enter a working code a confirmation message with a description of the code will appear on the screen.
Infinite Crew Charge—**Down, Up, Up, Right, Left, Left, Right,** □
Infinite Nitrous—**Left, Up, Left, Down, Left, Down, Right,** □
Infinite Speedbreaker—**Down, Right, Right, Left, Right, Up, Down,** □
Need for Speed Carbon Logo Vinyls unlocked—**Right, Up, Down, Up, Down, Left, Right,** □
Need for Speed Carbon Special Logo Vinyls unlocked—**Up, Up, Down, Down, Down, Down, Up,** □

NEED FOR SPEED: UNDERCOVER
Cheat Codes
Choose "Options" from the pause menu, then select "Secret Codes" and enter any of the following cheats:
$ E D S O C—Earn 10,000 in-game currency
S 1 D 3 K 1 C K—Earn 15,000 in-game currency
0 ; 5 M 2 ;—Unlock Die-Cast Lexus IS F bonus car
? P : C O L—Unlock Die-Cast Nissan 240SX (S13) bonus car
! 2 O D B J:—Unlock Die-Cast Volkswagon R32 bonus car
- K J 3 = E—Unlock Need For Speed.Com Lotus Elise bonus car
) B 7 @ B =—Unlock Die-Cast BMW M3 E92 bonus car
> 8 P : I ;—Unlock Die-Cast Porsche 911 Turbo
N e e d F o r S p e e d S h e l b y T e r l i n g u a—Unlock Shelby Terlingua Kit bonus car

NHL 10
Cheat Code
Choose "My *NHL 10*" from the main menu, then select "*NHL 10* Code Entry" and enter the following password:
r w y h a f w h 6 e k y j c m r—Unlock alternate jerseys

OPERATION FLASHPOINT: DRAGON RISING
Unlock Missions
Choos "Bonus Codes" from the Extras menu, then select "Enter Code" and enter any of the following codes:
AmbushU454—Unlock the "Ambush—FTE" mission
BLEED.NG BADLY—Unlock the "FTE" mission
CloseQ8M3—Unlock the "Close Quarters—FTE" mission
OFPWEB1—Unlock the "Encampment—FTE" mission
OFPWEB2—Unlock the "Debris Field—FTE" mission
RaidT18Z—Unlock the "Night Raid—FTE" mission
StrongM577 -Unlock the "Coastal Stronghold—FTE" mission

PRINCE OF PERSIA
Unlock Bonus Skins
Choose "Extras" from the main menu, then select "Skin Manager" and enter the following code:
5 2 5 8 5 8 5 4—Unlock "Sands of Time Prince" and "Farah-Soft" skins

RED DEAD REDEMPTION
Cheat Codes
Choose "Options" from the pause menu, then select "Cheats" and enter each of the following codes to load the corresponding cheat into the game's Cheats menu. If you activate a code, it will disable the ability to save your game and earn achievements or trophies. (Note that the codes are not case-sensitive).
HUMILITY BEFORE THE LORD—Who? (resets fame meter)
THEY SELL SOULS CHEAP HERE—Decrease Bounty
I WISH I WORKED FOR UNCLE SAM—Diplomatic immunity
THE OLD WAYS IS THE BEST WAYS—Old School (sepia filter)
. AM ONE OF THEM FAMOUS FELLAS—Famous
THE ROOT OF ALL EVIL, WE THANK YOU!—Money
IT'S MY CONSTITUTIONAL RIGHT—Gun Set 1
I'M AN AMERICAN. i NEED GUNS—Gun Set 2
IT AINT PRIDE. IT'S HONOR—Good Guy
ABUNDANCE IS EVERYWHERE—Infinite Ammo
I DON'T UNDERSTAND IMNFINITY—Infinite Dead Eye
MAKE HAY WHILE THE SUN SHINES—Infinite Horse Stamina
HE GIVES STRENGTH TO THE WEAK—Invincibility
I LOVE A MAN IN UNIFORM—Man in Uniform
OH MY SON, MY BLESSED SON—Jack Attack
DON'T YOU LOOK FINE AND DANDY—Sharp Dressed Man
NOW WHO PUT THAT THERE?—Coach
BEASTS AND MAN TOGETHER—Horse
YOU GOT YOURSELF A FINE PAIR OF EYES—Lewis and Clark
YOU THINK YOU TOUGH, MISTER?—Gang Chic

RED FACTION: GUERRILLA
Cheat Codes
Choose "Extras" from the Options menu, then select "Enter Code" and enter the following codes:
M A P M A Y H E M—Unlocks the Fortress, Gulch, Scrapheap and Transmission maps in multiplayer mode
H A R D H I T T E R—Unlock the Gold Breaker

ROCK BAND 3
Unlockable Guitars
Enter any of the following codes at the main menu by pressing the colored buttons on the guitar controller
Ovation D2010—**Orange, Blue, Orange, Orange, Blue, Blue, Orange, Blue**
Stop. Guitar—**Orange, Orange, Blue, Blue, Orange, Blue, Blue, Orange**

ROCK REVOLUTION
Cheat Codes
Enter the following codes before pressing **START** at the title screen:
Unlock all venues—□, ○, △, ○, □, ○, △, □, △
Unlock all characters—○, □, ○, □, ○, □, ○, ∖, □

SCOTT PILGRIM VS. THE WORLD
Secret Codes
Enter the following codes at the main menu:
Multiple players can choose the same character—**Down, R1, Up, L1,** △, ○
Power of Love sword—□, □, □, X, ○, X, △, △
Boss Rush mode—**Right, Right,** ○, **R1, Right, Right,** ○, **R1**
Survival Horror mode—**Down, Up, Right, Down, Up, Right, Down, Up, Right, Right, Right**
Enable blood—X, ○, X, □, X, ○, ○
Cute animals instead of coins—**Up, Up, Down, Down, Up, Up, Up, Up**

THE SIMPSONS GAME
Cheat Codes
Enter the following codes at the main menu:
Unlock all of Bart's costumes and trophies—**Right, Left,** □, □, △, **R3**
Unlock all of Lisa's costumes and trophies—□, △, □, □, □, **L3**
Unlock all of Marge's costumes and trophies—△, □, △, △, □, **R3**

SKATE 2
Cheat Codes
Choose "Extras" from the main menu, then select "Enter Code" and enter the following codes:
l e t s d o w o r k—Unlocks Big Black in Freeskate and Party Play
s t r a n g e l o o p s—3-D Glasses mode

SKATE 3
Cheat Codes
Choose "Options" from the pause menu, then select "Extras" and use the "Enter Cheat Code" option to enter the following codes:
m i n i s k a t e r s—Enable Mini Skater Mode
m c f l y—Enable Hoverboard Mode
z o m b i e—Enable Zombie Mode
s t r e e t s w e e p e r—All Object Locations Reset
d e a d s p a c e t o o—Isaac Clarke Unlocked

SOLDIER OF FORTUNE: PAYBACK
Cheat Code
Choose "Single Player" at the main menu, then select "Start New Game" and enter the following code at the difficulty selection screen:
ACR-2 Unlocked—**Up, Up, Down, Left, Right, Right, Down**

SPLIT/SECOND
Unlock Cars
Select "Options" from the main menu, then enter any of the following codes at the options menu, using the D-pad for the directional inputs:
Unlock Hanzo FX350 CX—X, **Up,** X, X, **Up**
Unlock Ryback Coyote AMX—**Left,** X, **Left,** X, **Left,** X, **Left,** X, **Left,** X, **Right**
Unlock Ryback Mohawk XDX—X, **Down,** X, **Down,** X, **Down**

STAR WARS: THE CLONE WARS—REPUBLIC HEROES
Cheat Code
Choose "Shop" from the pause menu, then select "Cheats" and enter the following codes using the D-pad:
Guild X-79—Blue, Orange, Orange, Blue, Orange, Orange, Blue, Blue

Ultimate Lightsaber (Cheat)—**Right, Down, Down, Up, Left, Up, Up, Down**
Lightsaber Throw (Combat Upgrade)—**Left, Left, Right, Right, Up, Down, Down, Up**
Mini-Gun (Cheat)—**Down, Left, Right, Up, Right, Up, Left, Down**
Spider Droid (Droid-Jak Upgrade)—**Up, Left, Down, Left, Right, Left, Left, Left**

STAR WARS: THE FORCE UNLEASHED

Cheat Codes
Select "Input Code" from the pause menu and enter any of the following codes:
KATARN—Unlock all Force Powers at max power
ADEGAN—Unlock all Saber Throw ranks
DATHOMIR—Unlock all Repulse ranks
EXARKUN—Unlock all Force Push ranks
JOCASTA—Unlock all Talents
HURRIKANE—Unlock all Saber Crystals
LIGHTSABER—Unlock Deadly Saber
SITHSPAWN—Unlock Sith Master Difficulty
OSSUS—Unlock all Databank entries
MINDTRICK—Unlock Mirror Mode
MANDALORE—Unlock Kota costume
PROTOTYPE—Unlock Proxy costume
BLACKHOLE—Unlock Shadow Trooper costume
TK421BLUE—Unlock Stormtrooper Commander costume
WOOKIEE—Unlock Master Kento costume
KORRIBAN—Unlock Sith Stalker costume
FERRAL—Unlock Scout Trooper costume
HOLOCRON—Unlock Adventure Robe costume
DANTOOINE—Unlock Ceremonial Jedi Robe costume
SNOWMAN—Unlock Snowtrooper costume
VICEROY—Unlock Bail Organa costume
PHOENIX—Unlock Incinerator Trooper costume
MASTERMIND—Unlock Emperor costume
HARDBOILED—Unlock Drunken Kota costume
SOHNDANN—Unlock all costumes
RAGNOS—Unlock new Combo
FREEDON—Unlock new Combo
RAGNOS—Unlock new Combo
MASSASSI—Unlock new Combo
SAZEN—Unlock new Combo
LUMIYA—Unlock new Combo
MARAJADE—Unlock new Combo
YADDLE—Unlock new Combo
VENTRESS—Unlock new Combo
EETHKOTH—Unlock new Combo
BRUTALSTAB—Unlock new Combo
PLOKOON—Unlock new Combo
KITFISTO—Unlock new Combo
DARAGON—Unlock new Combo
MOLDYCROW—Unlock all Combos

STAR WARS: THE FORCE UNLEASHED II

Secret Codes
Choose "Options" from the pause menu, then select "Cheat Codes" and enter any of the following codes:

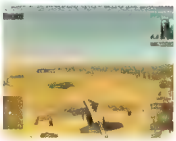
yarael—Mind Trick Force Power unlocked
traya—Saber Throw Force Power unlocked
marek—Force Repulse Force Power unlocked
solari—Wisdom Lightsaber Crystals Unlocked
libo—Healing Lightsaber Crystals unlocked
nomi—Experimental Jedi Armor costume unlocked
ajp400—Jumptrooper costume unlocked
gunray—Neimoidian costume unlocked
mandalore—Boba Fett costume unlocked
tk421—Stormtrooper costume unlocked
ventress—Dark Apprentice costume unlocked
morgukai—Saber Guard costume unlocked
haazen—Sith Acolyte costume unlocked
rahm—Kota costume unlocked
rebelscum—Rebel Soldier costume unlocked
shadow—Terror Trooper costume unlocked
specforce—Rebel Commando costume unlocked
harper—Scout Trooper costume unlocked
holodroid—Sith Training Droid costume unlocked

SUPER STREET FIGHTER II TURBO HD REMIX

Play as Akuma
To select Akuma in Arcade mode, first select Guile and then press **Up**. To play as Akuma in Vs. mode, select E. Honda and press **Up**.

TOM CLANCY'S HAWX

Unlock Planes
Enter the following codes at the hangar screen to unlock new planes. You won't be able to select these planes for campaign use until you've reached a specific level, but they'll be available for play in multiplayer games immediately.



A-12 Avenger II—Hold **L2** and press **□, L1, □, R1, △, □**
F-18 HARV—Hold **L2** and press **L1, △, L1, △, L1, □**
FB-22 Strike Raptor—Hold **L2** and press **R1, □, R1, □, R1, △**

TOM CLANCY'S RAINBOW SIX: VEGAS

Cheat Codes
At any time during gameplay, pause the game, then hold **L2** and enter any of the following codes at the pause screen
Enable third-person mode—**□, ○, □, ○, L3, L3, △, ✕, △, ✕, R3, R3**
Enable giant head mode—**○, □, ✕, △, L3, △, ✕, □, ○, R3**
Enable one-shot/one-kill mode—**L3, R3, L3, R3, ✕, ○, L3, R3, L3, R3 □, △**
Enable super ragdoll mode—**✕, ✕, ○, ○, □, □, △, △, ✕, ○, □, △**

TOM CLANCY'S RAINBOW SIX: VEGAS 2

Password
Choose "Extras" from the title screen, then select "Comcast Gift" and enter the following password:

comcast faster—Unlock the Comcast Event map
Main Menu Cheats
Enter the following codes at the main menu:
Unlock M468 assault rifle—Hold **R1** and press **Up, △, Down, ✕, Left, □, Right, ○, Left, Left, Right, □**
Unlock T.A.R. 21 assault rifle—Hold **R1** and press **Down, Down, Up, Up, □, ○, □, ○, △, Up, Up, △**
Pause Menu Cheats
Enter these codes while the game is paused.
G.I. John Doe mode—Hold **R1** and press **L3, L3, ✕, R3, R3, ○, L3, L3, □, R3, R3, △**
Third-person mode—Hold **R1** and press **□, ○, □, ○, L3, L3, △, ✕, △, ✕, R3, R3**
Super ragdoll mode—Hold **R1** and press **✕, ✕, ○, ○, □, □, △, △, ✕, ○, □, △**

TRANSFORMERS: REVENGE OF THE FALLEN

Cheat Codes
Select "Cheat Codes" from the main menu and enter each of the following codes to activate the corresponding option:
Unlimited Turbo—**○, L3, □, R3, ✕, △**
You are invincible!—**R3, ✕, □, L3, □, □**
Always in Overdrive—**L1, ○, L1, ✕, □, R3**
Energon multiplier—**△, □, ○, R3, ✕, △**
Enemy accuracy increased—**△, △, ○, ✕, □, L1**
Enemy accuracy lowered—**□, L3, R3, L3, R3, R1**
Enemy damage increased—**L1, △, ✕, △, R3, R3**
Enemy strength increased—**○, □, L1, ○, R3, △**
Extra Weapon Mode weapon damage—**△, △, R3, ✕, L1, △**
Extra Vehicle Mode weapon damage—**△, ○, R1, □, R3, L3**
You are now Protectobot!—**R3, L1, L1, △, □, ✕**
You are now Seeker!—**□, △, □, L1, ✕, L1**
No more weapon overheat—**L3, □, ✕, L3, △, L3**
No more Special Ability Cooldowns—**R3, □, R3, R3, □, ✕**
All Upgrades activated—**L1, △, L1, ○, □, □**
One-Hit Melee Kills activated—**R3, ✕, L1, ○, R3, L1**
Special Kills Only Mode activated—**○, ○, R1, ○, ✕, L3**
Unlock all missions in Cairo—**R3, △, ✕, △, L3, L1**
Unlock all missions in DeepSix—**□, R1, △, ○, ✕, L1**
Unlock all missions in U.S. East Coast—**R3, L3, R1, ✕, ○, □**
Unlock all missions in Shanghai—**△, L3, R3, L1, △, ✕**
Unlock all missions in U.S. West Coast—**L1, R1, R3, △, R3, ○**
G1 Colors Ironhide unlocked—**L1, R1, R1, ✕, ○, △**
G1 Colors Strascream unlocked—**○, ✕, ○, R1, △, R1**
Gold Megatron unlocked—**Down, Up, Right, Right, Left, Up**
Gold Optimus Prime unlocked—**Up, Down, Left, Left, Right, Down**

UNREAL TOURNAMENT III

Hidden Characters
Choose "Settings" from the main menu, then select "Player" and press **△** to bring up the Customization menu. Press **□** to create a new character, then press the **△** button to enter an Unlock Code. Each password unlocks a new playable character.
jihan—Ariel Unlocked
phayder—Alanna Unlocked

VIRTUA FIGHTER 5

Random Exhibition Matches
At the main menu select VF.TV mode, then choose Exhibition matches. At the character select menu, hold **L1 + R1** and press **✕**; you'll hear a tune to confirm. The computer will now pick random characters and pit them against each other continuously until you exit.

WANTED: WEAPONS OF FATE

Cheat Codes
Select "Secret Codes" from the main menu and enter the following codes to unlock new cheats:
01001100—Health improvement
01101101—Unlimited adrenaline
01101111—Unlimited ammo
01110010—One shot/one kill
01100001—Play with Special Suit
01001111—Super weapons
01110100—Cinematic mode
01100101—Close Combat mode
01100111—Headshot mode
01010111—Play as Airplane Bodyguard
01010100—Play as Cross
01000100—Play as Janice
01000011—Play as Wesley

WWE SMACKDOWN VS. RAW 2011

Cheat Codes
Choose "Options" from the "My WWE" menu, then select "Cheat Codes" and enter any of the following codes.

SLURPEE—John Cena (Entrance/Civilian) unlocked
apexpredator—All of Randy Orton's costumes unlocked
8thannualtribute—Tribute to the Troops arena unlocked

Nintendo DS tips

ADVANCE WARS: DUAL STRIKE

Unlock Advance Wars Custom Map

At the System Menu screen, choose "Design Room," then select "Map" and immediately hold down the **L** and **R** buttons while the screen fades out.

A special pre-made map will appear with terrain that spells out "Advance Wars."

ANIMANIACS: LIGHTS, CAMERA, ACTION!

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes at the pause screen:

Freeze the stage timer—**L, R, Left, Left, Up, Up**

Extra large pickups—**Right, Right, Right, Left, Left, Left, R, L**

Skip current level—**L, L, R, R, Down, Down, Down**

Stage Passwords

Wakko, Wakko, Wakko, Wakko, Wakko—Jailcell Rock

Dot, Yakko, Brain, Wakko, Pinky—Observatory

Yakko, Dot, Wakko, Wakko, Brain—Haunted Village

Pinky, Yakko, Yakko, Dot, Brain—Broadsides

Pinky, Pinky, Yakko, Wakko, Wakko—Rocket to Mars

Brain, Dot, Brain, Pinky, Yakko—Castle Walls

Brain, Pinky, Wakko, Pinky, Brain—Sailortown

Brain, Pinky, Pinky, Wakko, Wakko—Canal Cruise

Dot, Dot, Yakko, Pinky, Wakko—Petrified Garden

Brain, Dot, Brain, Yakko, Wakko—Captain Carnage

Wakko, Yakko, Pinky, Dot, Dot—Martian Mountain

Pinky, Pinky, Brain, Dot, Wakko—Castle Dungeon

Yakko, Wakko, Pinky, Wakko, Brain—Treasure Iceland

Pinky, Wakko, Brain, Wakko, Yakko—Face of Mars

Dot, Pinky, Wakko, Wakko, Yakko—Castle

BAKUGAN BATTLE BRAWLERS

Cheat Codes

Start a new game and enter any of the following codes at the Name Entry screen to activate the corresponding effect:

1 8 0 9 7 8 7 7 2 2 6 9—1,000 BP

3 3 2 0 4 4 2 9 2 9 2 5—5,000 BP

4 2 3 4 8 2 9 7 2 9 6 8—10,000 BP

4 4 9 8 2 4 9 3 4 0 7 1—Bronze Bakugan available in the shop

BATMAN: THE BRAVE AND THE BOLD

Cheat Codes

Enter the following codes at the Code Computer on the far left side of the Batcave:

4 8 4 6 3 4 8—Unlock Gotham Challenges

7 2 6 2 3 4 8—Unlock Science Island Challenges

6 6 7 7 6 8 6—Unlock Protobot Challenge

5 6 4 4 8 6 3—Unlock Medieval Batsuit

7 6 2 9 8 6 3—Unlock Rainbow Batsuit

3 7 5 6 4 4 8—Unlock Dark Batsuit

2 5 8 7 9 7 3—Unlock Belt Sword

7 6 6 5 3 3 6—Unlock Smoke Pellets

3 5 2 7 4 6 3—Unlock Flashbangs

2 5 2 5 6 5 5—Unlock Barrier

BATTLE OF GIANTS: DRAGONS

Unlock Gold Gems

Choose "Extras" from the title screen, then select "Unlock Gold Gems" and enter any of the following codes:

AWBF CRSL HGAT—Unlock Gold Gem Kugdim (Level 5)

ACLC SCRS VOSK—Unlock Gold Gem Kuzen (Level 5)

ISAM SKNF DKTD—Unlock Gold Gem Namgilima (Level 5)

ZNBN QOKS THGO—Unlock Gold Gem Nighhalama (Level 5)

XSPC LLSL KJLP—Unlock Gold Gem Sugzag (Level 5)

GPGE SMEC TDTB—Unlock Gold Gem Ghidru (Level 4)

ABLP CGPG SGAM—Unlock Gold Gem Mudru (Level 5)

POZX MJDR GJSA—Unlock Gold Gem Nighzu (Level 3)

SAPO RLNM VUSD—Unlock Gold Gem Uluh (Level 2)

NAKF HLAP SDSP—Unlock Gold Gem Usud (Level 1)

GPKT BBWT SGNR—Unlock Gold Gem Aga (Level 5)

EPWB MPOR TRTA—Unlock Gold Gem Daila (Level 4)

FHSK EUFV KALP—Unlock Gold Gem Kingal (Level 3)

PQTM AONV UTNA—Unlock Gold Gem Men (Level 1)

TNAP CTJS LDUF—Unlock Gold Gem Saghmen (Level 2)

LSSN GOAJ READ—Unlock Gold Gem A'ash (Level 1)

VLQL QELB IYDS—Unlock Gold Gem Ahs Bala (Level 4)

FUTY HVNS LNVS—Unlock Gold Gem Ash (Level 2)

LPAQ KOYH TGDS—Unlock Gold Gem Ash Sar (Level 3)

VLDB DDSL NCJA—Unlock Gold Gem Namtagtag (Level 5)

LRYV LCJC MEBT—Unlock Gold Gem A'shum (Level 5)

ALVN HRSF MSEP—Unlock Gold Gem Atuku (Level 5)

IQUW ENPC SRGA—Unlock Gold Gem Barash (Level 5)

SGHJ VLPO QEIK—Unlock Gold Gem Nim (Level 5)

QPLA OKFC NBUS—Unlock Gold Gem Nimsahara (Level 5)

BEN 10: PROTECTOR OF EARTH

Cheat Codes

Enter the following codes at the stage select screen:

Play as Gwen 10—**Left, Right, Left, Right, L, R, SELECT**

Play as Galaxy Enforcer—**A, B, X, Y, L, R, SELECT**

Play as Ultra Ben—**Up, Right, Down, Left, A, B, SELECT**

Play as Upchuck Form—**A, Left, Y, Right, X, Up, B, Down, SELECT**

BRAIN VOYAGE

Cheat Codes

Enter the following codes at the world map in World Tour mode. To deactivate a code you've entered, enter the same code again

Always earn Gold medal when completing a puzzle—**A, B, Up, L, L, Y**

Unlimited coins—**L, Up, X, Up, R, Y**

BUBBLE BOBBLE REVOLUTION

Classic Mode Cheat Codes

Choose "Classic Ver." from the main menu, select "1P Game" or "2P Game" and enter the following codes when the *Bubble Bobble* logo is flashing on the bottom screen.

Original Game... (Secret doors always appear)—**L, R, L, R, L, R, Right, SELECT** (Note: Secret doors will appear in Round 20, 30, 40 and 50 if you reach those rounds without losing a life. With this code in place, the doors will always appear even if you lose a life before you reach those rounds. The first three doors lead to secret treasure rooms; the door in Round 50 is a warp to Round 70)

Power Up! (faster bubbles and character movement)—**SELECT, R, L, Left, Right, R, SELECT, Right**

Super Bubble Bobble (unlock "Super" Mode)—**Left, R, Left, SELECT, Left, L, Left, SELECT**

BUILD-A-BEAR WORKSHOP

Cheat Codes

At the "Select a Slot" screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A.** With this code in place, you can now enter any of the following codes:

Unlock all levels—Hold **L + R** at the level select screen

Unlock all activities—Press **R** at the workshop screen

Unlock all moves—Press **L** at the garden screen

Unlock all backdrops—Press **L** at the photo studio screen

Unlock all items in the store—Press **L** at the dressing room screen

BUST-A-MOVE DS

Unlock Sound Player

At the main menu, press **SELECT, A, B, Left, Right, A, SELECT, Right**; an option will appear that allows you to listen to the game's music.

CARS

Cheat Codes

Enter the following codes at the title screen; you'll hear a sound each time you enter a code and you will automatically be taken to the main menu.

Unlock Ramone Style mini-game—**Up, Down, Up, Down, A, B, X, Y**

Unlock all mini-games—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**

CARTOON NETWORK RACING

Cheat Codes

Enter any of these codes as your player name to activate the corresponding cheat. You can change your name under the "Options" menu as well. Note that as soon as you enter a cheat, a confirmation screen will come up that says, "Cheat active warning! Save disabled."

S P I N A C H—Unlimited superpower energy

R O C K E T M A N—Unlimited Dumb Missiles

A A A R G H—Enables all hazards and pick-ups in the Time Trial

G I M M I E—Unlock everything

S T O N E M E—Every pick-up looks like a Dumb Missile, but shoots a stone block instead that can turn any vulnerable player to stone

I M A C O P T E R—Top-down view

THE CHRONICLES OF NARNIA THE LION, THE WITCH AND THE WARDROBE

Cheat Codes

Enter the following codes at the title screen/main menu before you start or continue a game. You'll hear a sound to confirm each code.

Invincibility—**A, Y, X, B, Up, Up, Down, Down**

Restore health automatically—**Left, Right, Up, Down, A, A, A, A**

Stronger attacks—**A, Up, B, Down, X, X, Y, Y**

Stronger weapons—**Left, Up, A, B, Right, Down, X, Y**

Max. money—**Up, X, Up, X, Down, B, Down, B**

Max. stats—**Left, B, Up, Y, Down, X, Right, A**

Get armor—**A, X, Y, B, Up, Up, Up, Down**

CODE LYOKO

Cheat Code

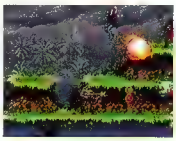
At any time during the "virtualized" (3-D) sections of the game, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START** at the pause menu. This code unlocks all combos and upgrades, gives you 99,999 blue data bits and refills your Life Points and Lyoko Power.

Play as Evil Ulrich

At the "Choose Profile" menu, hold **L** + **R** and press **Up, Left, Right, Y, X**. With this code in place, Ulrich will be replaced by Evil Ulrich during the "virtualized" (3-D) sections of the game.

CONTRA 4

Cheat Code



At any time during the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START** at the pause screen. At the Easy difficulty setting, this code will give you a fully upgraded weapon...but at Normal or Hard difficulty, the code will either give you a fully upgraded weapon or cause instant death.

DESPICABLE ME: MINION MAYHEM

Cheat Codes

At the Mode Select screen, press **SELECT** to bring up the code entry window and enter the following codes:

Unlock Despicable Gru level—**B, A, Down, Down, Y**

Unlock Girls' Room bonus level—**B, L, A, B, B, Y**

World level unlock—**B, Up, Down, Down, Y**

Unlock Minion Mania—**L, A, B, B, Y, Up**

Unlock Minion Mania EX—**L, A, B, B, Y, Down**

DISGAEA DS

Etna Mode

At the main menu, highlight "Start" and press **X, Y, B, X, Y, B, A**. You'll hear Etna's voice to confirm that the code has been accepted.

DRAGON BOOSTER

Passwords

Choose "PassWord" from the main menu and enter any of the codes listed below. Note: For clarity's sake, we will identify the password symbols by numbering them from left to right according to the following legend:

1—Penn Racing symbol (gold), back row
2—Dragon Eye symbol (black), front row
3—Dragon Flares symbol (red), back row
4—Army of the Dragon symbol (purple), front row
5—Grip of the Dragon symbol (dark green), back row
6—Prophets symbol (orange), front row
7—Inner Order symbol (dark blue), back row
8—Dragon Fish symbol (light blue), front row
9—Dragon Wind symbol (white), back row
10—Will of the Dragon symbol (brown), front row
11—Mechanists symbol (gray), back row
12—Keepers symbol (light green), front row
13—Voice of the Dragon symbol (cyan), back row

Each time you enter a password correctly, you'll see the word "SUCCESS" flash on the top screen.

9, 13, 6, 5, 5, 12—Unlimited sprint meter
8, 9, 7, 10, 5, 13—999,999 dracles (money)
2, 5, 4, 11, 6, 2—Unlock Shadow Booster and Shadow Dragon
12, 6, 12, 10, 13, 3—Unlock Dragon Booster and Legendary Beau
5, 12, 13, 5, 8, 11—Obtain Green Charging Gear
9, 2, 13, 8, 1, 12—Obtain Blue Energy Bolt Gear
13, 9, 8, 12, 10, 1—Skills Competition vs. Wulph
1, 9, 3, 6, 5, 2—Dragon-Human Duel vs. Reepyr
1, 7, 5, 3, 2, 11—Sprint meter cannot be recharged
11, 11, 11, 11, 11, 11—Obstacles and enemy attacks do super damage to your character in All City Race/Free Run
7, 8, 13, 12, 10, 10—Draconium bars in All City Race/Free Run are replaced by sushi
1, 12, 3, 1, 1, 3—Mystery Code (see Page 94)
2, 1, 4, 13, 1, 4—Mystery Code (see Page 94)
3, 7, 6, 11, 13, 4—Mystery Code (see Page 94)
11, 4, 5, 12, 1, 2—Mystery Code (see Page 94)

DRAGON QUEST HEROES: ROCKET SLIME

Tank Codes

At any time after you unlock the multiplayer tank battles (by rescuing Flantenna), go inside the church and enter either of the following codes to unlock the corresponding tank for use in the Tank Masters tournament or in multiplayer wireless tank battles:

Y, L, L, Y, R, R, Y, Up, Down, SELECT—Unlock Knightro tank

Y, R, R, Up, L, L, Y, Down, Down, Down, Y, SELECT—Unlock Nemesis tank

DRAWN TO LIFE

Cheat Codes

Enter edit mode and input the following codes while holding the L button:

Unlock Alien Templates—**X, Y, B, A, A**
Unlock Animal Templates—**B, B, A, A, X**
Unlock Robot Templates—**Y, X, Y, X, A**
Unlock Sports Templates—**Y, A, B, A, X**

DRAWN TO LIFE SPONGEBOB SQUAREPANTS EDITION

Cheat Code

Select "Cheat Entry" from the main menu and enter the following code:

Bonus coins—**Down, Down, B, B, Down, Left, Up, Right, A**

DRAWN TO LIFE: THE NEXT CHAPTER

Cheat Codes

Start a new game and enter any of the following codes at the Name Entry screen:

1 8 0 9 7 8 7 7 2 2 6 9—1,000 BP
3 3 2 0 4 4 2 9 2 9 2 5—5,000 BP
4 2 3 4 8 2 9 7 2 9 6 8—10,000 BP
4 4 9 8 2 4 9 3 4 0 7 1—Bronze Bakugan available in the shop

ELEMENTS OF DESTRUCTION

Cheat Codes

At any time during the game, press **START** to pause, then enter the following codes at the pause menu:

Unlimited energy—Press **L** + **Right** + **Y** + **SELECT** simultaneously

Freeze the timer—Press **R** + **Down** + **X** + **SELECT** simultaneously

Unlock All Levels

Select a "New" file at the profile select menu to start a new game. When the first cutscene appears, press **B** + **L** + **SELECT** simultaneously. When the level select menu appears, you'll see that all levels have been unlocked.

FEEL THE MAGIC: XY/XX

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When the *Feel the Magic: XY/XX* game loads, a message will appear on the screen to confirm what has been unlocked:

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17
Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19
Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20
Insert *Chu Chu Rocket!* cartridge—Unlock Maniac Head Piece 20
Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

Sample Your Voice

Press **Down** + **Y** at the title screen, then speak into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press **Down** + **X** to trigger the recording on command, press **Down/Left** + **X** to play it at a slower speed or press **Down/Right** + **X** to speed it up.

FROGGER: HELMET CHAOS

Unlockable Costumes

If you play *Frogger: Helmet Chaos* with one of the following Game Boy Advance games plugged into the GBA cartridge slot of your Nintendo DS, a special costume will be unlocked at the Costumes menu as indicated:

Frogger's Journey: The Forgotten Relic—Unlocks Punk costume
Frogger's Adventures 2: The Lost Wand—Unlocks Pirate costume

GRAND THEFT AUTO: CHINATOWN WARS

Cheat Codes

Enter these codes at any time during gameplay. Note: Using cheats disables the auto-save feature.

Full health—**L, L, R, A, A, B, B, R**
Full armor—**L, L, R, B, B, A, A, R**
Lower "Wanted" level—**R, X, X, Y, Y, R, L, L**
Raise "Wanted" level—**L, L, R, Y, Y, X, X, R**
Weapons assortment 1—**R, Up, B, Down, Left, R, B, Right**
Weapons assortment 2—**R, Up, A, Down, Left, R, A, Right**
Weapons assortment 3—**R, Up, Y, Down, Left, R, Y, Right**
Weapons assortment 4—**R, Up, X, Down, Left, R, X, Right**
Explosive Eagle (pistol) ammo—**L, R, X, Y, A, B, Up, Down**
Change weather: Sunny—**Up, Down, Left, Right, B, X, L, R**
Change weather: Extra sunny—**Up, Down, Left, Right, A, B, L, R**
Change weather: Cloudy—**Up, Down, Left, Right, X, Y, L, R**
Change weather: Rain—**Up, Down, Left, Right, Y, A, L, R**
Change weather: Lots of rain—**Up, Down, Left, Right, A, X, R, L**
Change weather: Hurricane—**Up, Down, Left, Right, B, Y, R, L**

Change weather: Fog—**Up, Down, Left, Right, Y, B, R, L**

GRID

Cheat Codes

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

1 6 1 6 5 0—Invulnerability
8 3 1 7 8 2—Perfect Grip
7 8 9 5 2 0—Drift Master
6 5 7 3 4 6—Ghost Car
4 0 1 1 3 4—High Roller
8 0 0 8 1 3—MM Mode
5 9 2 0 1 4—Toy Cars
2 3 3 5 5 8—Everything Unlocked

JAM SESSIONS

Cheat Code

At the Free Play menu, press **Up, Up, Down, Down, Left, Right, Left, Right** to unlock all bonus songs.

JUICED 2: HOT IMPORT NIGHTS

Cheat Codes

Enter the following codes at the Cheat menu:

H S A C—Earn $5,000
S R A C—Unlock all cars
E D O M—Unlock all races
K A R T—Unlock all tracks

KONAMI CLASSICS SERIES: ARCADE HITS

Gradius Cheat

Choose *Gradius* from the Select Game menu. When you see the words "Please Deposit Coin" flashing on the *Gradius* title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**; you'll hear a chime to confirm the code. When you start the game, press the **START** button to fully power up the Vic Viper with max weapons and shields. Note: You can only use the power-up once per game.

LEGO BATTLES

Cheat Codes

Choose "Lego Store" from the main menu, then select "Cheat Codes" and enter the following codes:

H J C R A W K—Invincible Hero
A B A B L R X—Regenerating Health
Z P W J F U Q—Long Range Magic
D W F T B N S—Super Magic
B G Q O Y R T—Double LEGO Bricks
A V M P W H K—One Hit Kill (Heroes)
U M S X I R Q—Full Unit Cap
Q M S L P O E—Fast Building
J R T P A S X—Fast Magic
K V B P Q R J—Fast Mining
P Q Z L J O B—Fast Harvesting
S K Q M X P L—Reveal Map
I B G O F W X—Show Enemies
C P L Y R E K—Show LEGO Studs
R T G Y P K C—Show Red Bricks
L J Y Q R A C—Show Minikit
W E V F K L E—Classic Space
G J S G H O Q—Ninja
S H W S D G U—Ninja Master
I T D X P M Q—Dwarf
O P K L S W N—Dwarf King
B N H S I O Z—Dwarf Glider
U G D R S Q P—Islander
K L W D M V C—Troll Giant
A D G J L P I—Troll
X R C T V Y B—Troll King
Q E T U O L J—Troll Blimp
M S O F R J S—Space Police
R W P O K J L—Space Police Captain
V I W H S A Z—Space Police Cruiser
B L Q P W U A—Space Criminal
Z V D N J S U—Space Criminal Leader
U K E L Z O W—Conquistador
K Q O C V M E—Sheriff
L A O E B F G—Forestman
O I S J U E F—Horseman
Z H W L K I E—Cavalry
R J A S K R S—Grav Runner
F K W P T E S—Wizard's Dragon
B R T K D Q A—Brickbeard's Bounty
O J K W D T Y—Battleship
A M W J H D R—Skeleknight
P M W Q F N G—Starship 1
J G R E O K N—Alien Strike Ship
N Z X W D J R—Alien Assault Ship
H G Q K I R Y—Catapult
G S I A V C N—Tiki Golem
B X Q I E W D—Starfighter

LEGO INDIANA JONES THE ORIGINAL ADVENTURES

Cheat Codes

Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly.

Unlock all characters—**X, Up, B, Down, Y, Left, START, Right, R, R, L, R, R, Down, Down, Up, Y, Y, Y, START, SELECT**
Unlock all mini-kits—**Down, L, R, R, X, X, B, Y, B, Y, B, Y, L, R, L, R, Up, Down, Left, Left, Left, Left, L, R, Right, START, SELECT**
Unlock all extras—**Up, Down, L, R, L, R, L, Left, Right, X, X, Y, Y, B, B, L, Up, Down, L, R, L, R, Up, Up, Down, START, SELECT**
Unlock all episodes—**Right, Up, R, L, X, Y, Right, Left, B, L, R, L, Down, Down, Up, Y, Y, X, X, B, B, Up, Up, L, R, START, SELECT**
Start the game with 1,000,000 LEGO Studs—**X, Y, B, B, Y, X, L, L, R, R, Up, Down, Left, Right, START, SELECT**
Start the game with 3,000,000 LEGO Studs—**Up, Up, B, Down, Down, X, Left, Left, Y, L, R, L, R, B, Y, X, START, SELECT**
Mystery Code (see Page 94)—**L, L, R, R, Up, Up, Down, Down, Right, Right, Left, Left, X, X, Y, Y, B, B, X, X, START, SELECT**

MYSIMS KINGDOM

Unlockable Clothes

At any time during gameplay, press **START** to pause, then enter the following codes to unlock new items of clothing. Visit your closet to try them on!

Cow headgear—**L, R, Y, X, Up, Down, Left, Right**
Cow costume—**R, X, L, Y, Up, Right, Left, Down**
Samurai helmet—**X, Y, R, L, X, Y, R, L**
Samurai armor—**Y, X, Right, Left, L, R, Down, Up**
Punk clothes—**Up, X, Down, Y, Left, L, Right, R**
Punk pants—**Left, R, L, Right, Y, Y, X, X**
Patchwork clothes—**Right, Down, Left, Up, L, R, L, R**
Patchwork pants—**Down, L, Left, R, Up, Y, Right, X**

N+

Cheat Code

Select "Unlockables" from the main menu, then enter the following code:

Atari Bonus Stages—Hold **L + R** and press **A, B, A, B, A, A, B**

NEW SUPER MARIO BROS.

Play as Luigi

At the "Select a File" menu in Mario Game (single player) mode, highlight your save file, then hold **L + R** and press **A**; you will hear Luigi say his name to confirm that you have entered the code correctly.

Enable Secret Challenge Mode

(Note: This code only works on a save file where you've previously completed the game.) While on the map screen, press **START** to pause the game and press **L, R, L, R, X, X, Y, Y** at the pause menu. A message will appear to confirm the code. In Secret Challenge Mode, the screen scrolling works as it did in the original *Super Mario Bros.*; i.e. you can't go back in the direction from which you came.

THE NEW YORK TIMES CROSSWORDS

Black & White Mode

At the main menu, press **Up, Up, Down, Down, B, B, Y, Y** to change the gameplay graphics to black and white, making the puzzles look the way they appear in the newspaper. Enter the code again to disable it.

NICKTOONS: BATTLE FOR VOLCANO ISLAND

Password

Choose "Options" from the main menu, then select "Unlock Code" and enter the following password using the faces of Nicktoon characters:

Spongebob, Danny Phantom, Timmy, Cosmo—New items in the mini-game (toys instead of fruit)

NINJA GAIDEN: DRAGON SWORD

Secret Message

Before loading the game, access the DS system settings by selecting the DS icon at the bottom of the main DS menu. In the user information section, change the "Birthday" setting to the current date. When you start *Ninja Gaiden: Dragon Sword*, you'll hear a birthday greeting at the main menu.

NINTENDOGS

Extra Treats

When you're training your dog to learn tricks, a yellow light bulb will appear over its head. You can grab the light bulb and feed it to your dog like a treat! You might also notice that sometimes a yellow bone will appear if you've been petting your dog a lot. You can feed this to it, too.

Constant Walks

Usually you can only walk your dog every half-hour. However, there is a trick that you can use to get around this limitation. Walk your dog to the park, then switch one of its accessories. The game will automatically save. Turn off the game and you can take your dog for a walk again immediately! This is a great way to increase your chances of finding rare presents.

Mystery Presents

When walking your dog, sometimes you'll see a present just lying on the sidewalk. Your dog will only pick it up if you notice the present and jerk your pooch in the direction of the present. These presents are usually better than the ones that are already marked by Question Marks on the map

PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

Cheat Codes

At any time during gameplay, press **START** and enter any of the following codes while the game is paused:

Invulnerability—**Up, Down, Left, Right, Right, Right, Right, Right, Left, Right, Up, Down, Left, Right, Up, Up, Up, Up, Left**
Restore health—**Y, Y, SELECT, Left, Right, Left, Right, Left**
Restore Savvy—**X, X, SELECT, Up, Down, Up, Down, Up**
Earn 10 Gold—**Right, X, X, Right, Left**
Ghost character—**Y, X, Y, X, Y, X**
Seasick mode—**X, X, Y, X, X, Y**
Large weapons—**Y, Y, X, Y, Y, Y**
Weapon: Axe—**Left, L, L, Down, Down, Left, Up, Up, Down, Down**

Weapon: Blunderbuss—**Down, L, L, Down, Down, Down**
Weapon: Chicken—**Right, L, L, Up, Down, Down**
Weapon: Executioner Axe—**Right, L, L, Up, Down, Up, Right, Right, Left, Left**
Weapon: Pig—**Right, R, R, Down, Up, Up**
Weapon: Pistol—**Down, L, L, Down, Down, Right**
Speed up music—**Y, SELECT, Y, Y, Y, Y**
Slow down music—**Y, SELECT, X, X, X, X**
Disable all cheats—**X, X, X, X, X, X**

PRINCESS NATASHA

Cheat Codes
Choose "Extras" from the main menu, then select "Codes" and enter any of the following cheats:
C R U S H L U B E K—Infinite lives
O L E G S G I Z M O—All gadgets available
S M A S H R O B O T—Extra levels

RESIDENT EVIL: DEADLY SILENCE

Special Key
If you clear the game and get the "best" ending for either character, you will earn a special key. (To get the best ending when playing as Jill, you must rescue both Chris and Barry. To get the best ending when playing as Chris, you must rescue both Jill and Rebecca) If you load your game from a save where you unlocked the key, it will appear in your inventory at the start of the game. The key unlocks the door behind the dressing room (the room with the huge mirror on the wall) on the first floor of the mansion. You have to get the Armor Key first so you can unlock the big brown double doors to the east of the central room. Inside this room are brand-new outfits for Chris and Jill; one each in Classic mode and two each in Rebirth mode.
Master of Knifing
Beat the game once in either Classic or Rebirth Mode to unlock a five-stage mini-game called "Master of Knifing."
Rocket Launcher
If you beat the game in under three hours, you'll unlock a Rocket Launcher with unlimited ammo that you can use from the start.
Note that items that you unlock are restricted to the file you used to save your clear data—if you got it by playing Jill/Classic, you can only use the item during a replay of Jill/Classic, etc.

RHYTHM HEAVEN

Secret Sounds
After earning four medals, choose "Phone" from the Rhythm Toys menu and dial any of the following phone numbers to hear secret sound effects and music:
5 5 5 - 7 2 6 - 8 7 2 4
5 5 5 - 7 6 2 - 5 6 8 8
5 5 5 - 3 2 8 - 2 3 3 8
5 5 5 - 7 3 2 - 5 9 3 7

THE RUB RABBITS!

Unlock Items
To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the DS before turning the system on. When *The Rub Rabbits!* game loads, a message will appear to confirm what has been unlocked.
Insert *Sonic Advance* cartridge—Unlock 04 accessory in Maniac Dress-Up
Insert *Sonic Advance 2* cartridge—Unlock 04 accessory in Maniac Dress-Up
Insert *Puyo Pop* cartridge—Unlock 05 accessory in Maniac Dress-Up
Insert *Sonic Battle* cartridge—Unlock 06 accessory in Maniac Dress-Up
Insert *Space Channel 5: Ulala's Cosmic Attack* cartridge—Unlock 06 accessory in Maniac Dress-Up
Insert *Sonic Pinball Party* cartridge—Unlock 07 accessory in Maniac Dress-Up
Insert *Chu Chu Rocket!* cartridge—Unlock 07 accessory in Maniac Dress-Up

SONIC CLASSIC COLLECTION

Level Select in Sonic the Hedgehog
At the *Sonic the Hedgehog* title screen, press **Up, Down, Left, Right**, then hold **Y** and press **START** to access a stage select menu.

SOUL BUBBLES

Unlock All Gallery Items
In the Gallery, press **B, Up, B, B, L, Y** to unlock all Gallery items.
Reveal Calabash
At any time during gameplay, press the **START** button to pause, then press **A, L, L, R, A, Down, A, R** at the Paused menu. You'll hear a sound to confirm the code, and the locations of all of the Calabash in the current level will be marked with triangle symbols on the level map.

Complete All Levels
At the World Select tree, press **L, Up, X, Up, R, Y**. You'll hear a sound to confirm the code, and all the levels will be marked as cleared, with all Spirits and Calabash collected.
Super Debug Code
When the "Disclaimer" screen appears after the game is turned on, press **B, Up, B, B, L, Y, B, A, L, L, A, Down**. There will be no confirmation that the code has been entered, but if you've done it correctly, you will then be able to access a variety of secret menu options by pressing the **SELECT** button at any menu screen or during gameplay. Press **L** or **R** to dim the background while the debug menu is displayed.

SPIDER-MAN 2

Unlock All Special Moves
If you play *Spider-Man 2* with the Game Boy Advance game *Spider-Man: Mysterio's Menace* inserted in the GBA cartridge slot of the DS, all of Spidey's special moves will be unlocked when you start a new game or load a saved game.

STAR WARS: THE FORCE UNLEASHED

Cheat Codes
Choose "Extras" from the main menu, then select "Unleashed Codes" and enter the following codes on the touch-screen keypad that appears:
S I T H L O R D—Unlimited Force Energy
C P L O O L K B F—Maxed-out Force Powers
Q S S P V E N X O—Increased health
M O M I R O X I W—Uber lightsaber
C P L Z K M Z T D—Sith Stalker armor
H R M X R K V E N—Darth Vader's costume
E E D O P V E N G—Kota's costume
C U R S E Z R U X—Ceremonial Jedi robes
H O L O C R O N—Sith robe
W O O K I E E—Kento's robe

SUPER PRINCESS PEACH

Toad Mini-Game
At the "Press Start" screen, hold the **R** button and press **START**. You will enter a weird mini-game where your objective is to control Toad and push other Toads off of the screen.

TAO'S ADVENTURE: CURSE OF THE DEMON SEAL

Debug Mode
At any time during normal mode (i.e. when Tao is walking around), press **Up, Up, Down, Down, Left, Left, Right, Right, SELECT, SELECT, START, START, L, R, L, R, A, A, A, A, A, A, A, A, A, A, B**. The screen will go black and a top-secret debug menu will appear, allowing you to explore any level, see any cutscene, listen to the game's music and sound effects, make Tao invincible and more.

TEENAGE MUTANT NINJA TURLES 3 MUTANT NIGHTMARE

Cheat Passwords
At the "Play Selection" screen, choose "Option," then select "Input Password" and enter any of the following passwords:
D D R M L R D S—Changes Life icons into pizza icons
L L D M S R M D—Changes Crystals into Santa Claus icons
S R D S L L M S—Changes Crystals into Easter egg icons
D R S S M R L D—Changes Crystals into jack-o-lanterns
Cowabunga Intro
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. Instead of the Turtles saying "Yeah!" when you start your game, they will scream "Cowabunga!"

TOUCH THE DEAD

Cheat Codes
Enter any of the following codes at the main menu; you'll hear a sound to confirm each time you enter a code correctly.
Enable level skip—**X, Right, Right, Y, Left**
Unlock all chapters, difficulty modes and bonus features, enable level skip—**X, Y, Right, Left, X**
Clear all save data—**B, L, Right, R, Down**
With the level skip code in place, the following functions become available during gameplay:
• Press **R** to skip to the next encounter
• Press **L** to skip to the previous encounter
• Press **SELECT** to clear the current stage

TRACE MEMORY

Tips
• The first time you meet the blonde man with glasses, give him some of the candy. He'll give you chocolate in return.

• You can save clear data after watching the credits roll by blowing out all the candles on the birthday cake using the DS microphone.
Keypad Solutions
1 1 2 8—Opens the door leading from the mansion foyer to Slate Hall. You overlay two hummingbird pictures to see it.
2 3 6 9—Opens the door leading out of Moss Hall. You overlay two moonlit bay pictures at right angles to see it.
5 8 1 9 8 3 1 2 2 0—Opens the door leading into the research lab in the back of the mansion. You can see it if you blow on the foggy window using the DS microphone.
A S H 8 5 3 L E Y
S A Y 9 1 9 O K O—These two codes open the door leading to Trace.
Clear Data Bonuses
• When you play through a second time, when you watch the animation in the zoetrope, instead of a bird flying from branch to branch, you'll see a ninja.
• Some of the text in the DTS cards will be different.

WARIOWARE: D.I.Y.

Secret Music
In the Game Makermatic, create a new game with the name "Mario Paint" (or make this the name of the current game project by tapping the "Settings" button). With this name in place, the music from the *Mario Paint* Super NES game will play while you're editing graphics. (This trick also works in the Comic MakerMatic.)

PSP tips

ARCHER MACLEAN'S MERCURY
Cheat Code
Choose "Two Player Game" from the main menu. At the "Please enter your name" screen, enter "HG?", then return to the main menu. Now select "New Game" (or "Continue Game"); when the world select screen appears, hold **L + R** and press **SELECT** to unlock all of the levels (and most of the movies at the Watch Movies menu). Hold **L + R** and press **SELECT** again to lock the levels.

ASTRO BOY: THE VIDEO GAME
Cheat Codes
At any time during gameplay, press **START** and enter any of the following codes while the game is paused:
Unlock all levels—**Up, L, Right, L, Down, L**
Max. stats—**Left, Left, R, Down, Down, R**
Invincibility—**Up, Down, Down, Up, L, R**
Infinite Dash—**R, R, L, R, Left, Up**
Infinite Supers—**Left, L, Right, L, Up, Down**
Disable Supers—**L, L, R, R, L, Left**
Change costume—**R, Up, L, Up, Down, R**

CHILI CON CARNAGE
Invincibility
Press □ at the main menu to access the Profile Options menu, then choose the "Create New Profile" option. Enter ERNESTO as your profile name and begin a new game; Ram will be invincible.

DARKSTALKERS CHRONICLE: THE CHAOS TOWER
Unlock EX Options
At the main menu, highlight "Options," hold the **L** button and press ✕. Continue to hold the **L** button down until the EX Options menu appears. Here you can set the number of Specials you start with and more.

Secret Characters
Enter the following codes to reveal secret characters at the character-select screen in Arcade mode:
Oboro Bishamon—Highlight Bishamon, hold the **START** button and press any Punch or Kick button
Shadow—Highlight the "?" box, press the **START** button five times, then press any Punch or Kick button (Note: Shadow always assumes the form of the character who lost the previous match.)
Marionette—Highlight the "?" box, press the **START** button seven times, then press any Punch or Kick button (Note: Marionette always assumes the form of her opponent.)

DEAD TO RIGHTS: RECKONING
Unlock All Cheats
Enter "DoggieStyle" as your profile name (be sure to capitalize only the "D" and the "S"). Now choose "Options" from the main menu and the "Cheats" menu will be unlocked.

FLATOUT: HEAD ON
Cheat Codes
Choose "Extras" at the main menu, then select "Enter Code" and enter any of the following codes:
G I V E C A S H—Gain $1,000,000
G I E V E P I X—Unlock all cars and $1,000,000
G I V E A L L—Unlock all tracks
E L P U E B L O—Unlock Truck
W O T K I N S—Unlock Flatmobile
B I G T R U C K—Unlock Mob Car
R U T T O—Unlock Pimpster
K A L J A K O P P A—Unlock Rocket
G I E V C A R P L Z—Unlock School Bus

FULL AUTO 2: BATTLELINES
Cheat Codes
Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:
Unlock all cars—**Up, Up, Up, Up, Left, Down, Up, Right, Down, Down, Down, Down**
Unlock all vinyls—△, □, □, □, □, △, △, □, □, □, □, △
Unlock all weapons—**Up, Right, Left, Down, START, START, L, L,** □, △, **SELECT, R**
Unlock all events—**START, Left, SELECT, Right, Right,** △, ✕, □, **START, R, Down, SELECT**

G.I. JOE: THE RISE OF COBRA
Classic Costumes
Enter the following codes when the words "Press START Button to Play" appear at the title screen:
Unlock Duke's Classic Outfit—**Left, Up,** □, **Up, Right,** △
Unlock Scarlett's Classic Outfit—**Right, Up, Down, Down,** △

GRADIUS COLLECTION
Earn All Power-Ups
At any time during gameplay, pause the game and press **Up, Up, Down, Down, Left, Right, Left, Right, L, R**. This code will only work with *Gradius II*, *Gradius III*, *Gradius IV* and *Gradius Gaiden*, and can only be entered once per stage.

GRAND THEFT AUTO: VICE CITY STORIES
Secret Cheat Codes
Enter the following cheat codes at any time during the game (not while paused):
Unlock all game locations and characters in Multiplayer menu—**Up, Up, Up,** △, △, ○, **L, R**
Full health—**Up, Down, Left, Right,** ○, ○, **L, R**
Full armor—**Up, Down, Left, Right,** □, □, **L, R**
Weapons Set 1—**Left, Right,** ✕, **Up, Down,** □, **Left, Right**
Weapons Set 2—**Left, Right,** □, **Up, Down,** △, **Left, Right**
Weapons Set 3—**Left, Right,** △, **Up, Down,** ○, **Left, Right**
Earn $250,000—**Up, Down, Left, Right,** ✕, ✕, **L, R**
Lock "Wanted" level at 0—**Up, Right,** △, △, **Down, Left,** ✕, ✕
Improved vehicle handling—**Down, Left, Up, L, R,** △, ○, ✕ (with this code in place, you can also make your vehicle jump by pressing **Down** on the D-pad
Make all vehicles explode—**L, R, R, Left, Right,** □, **Down, R**
Certain pedestrians follow you around—**Right, L, Down, L,** ○, **Up, L,** □
Nearest pedestrian gets in your vehicle—**Down, Up, Right, L, L,** □, **Up, L** (this code will only register if you're in a vehicle and a pedestrian is nearby)

GUN: SHOWDOWN
Cheat Passwords
Select "Profile" from the main menu, then choose "Name" and enter any of the following names to activate the corresponding cheat:
b a r t o n—Infinite ammunition in Story mode
c a m p b e l l—Increased ammunition capacity
q u i v i r a—Accelerated firing
n e d w h i t e—Unlock all weapons in Story mode (except final Thrown weapon)
a l l i e s—Unlock Jenny as a playable character
b a d l a n d s—Unlock Lost City multiplayer map
h u n t e r—Unlock all Challenges in Quick Play mode
s o a p y—Mystery Code (see Page 94)
b o u r b o n—Mystery Code (see Page 94)

HOT SHOTS GOLF: OPEN TEE
Cheat Code
Choose "New Game" at the title screen. When the "Create Data" screen appears, enter the code "5TNEPO" to unlock all characters, courses, caddies and items. This code also maxes out your HSG Rank, Challenge mode rank and character loyalty levels.

JUICED 2: HOT IMPORT NIGHTS
Passwords
Choose "Driver DNA Lab" at the main menu, then select "Cheats and Challenges" and enter any of the following passwords. Each password unlocks a new set of challenges.
Y T H Z—DNA Race Challenge 1
G V D L—DNA Race Challenge 2
R B S G—DNA Race Challenge 3
B S L U—DNA Race Challenge 4
M R H C—DNA Race Challenge 5
M N C H—DNA Race Challenge 6
K D T R—DNA Race Challenge 7
D O P X—DNA Race Challenge 8
P R G N—DNA Race Challenge 9
W I K F—DNA Race Challenge 10
F A M Q—DNA Race Challenge 11

JUSTICE LEAGUE HEROES
Cheat Codes
At any time during gameplay, press **START** to pause the game, then hold **L** at the pause menu and enter any of the following codes:
Earn 35 Boosts—**Left, Right, Left, Right**
Take less damage—**Left, Up, Right, Down**
Purchase all Heroes—**Right, Down, Left, Up**
Unlock all Powers, all Powers are maximum rank—**Right, Down, Right, Down**
Earn 20 Shields—**Up, Up, Down, Down**
Purchase all alternate costumes—**Down, Left, Up, Right**
Unlock all Cinematics—**Down, Right, Down, Left**
One-hit kills—**Up, Up, Down, Left, Up, Up, Down, Right**
Invincibility—**Left, Down, Right, Up, Left, Down, Right, Up**
Unlimited Power—**Down, Down, Right, Right, Up, Up, Left, Left**

L.A. RUSH
Cheat Codes
Enter the following codes at any time during gameplay:

Unlimited Nitro—**Up**, **Down**, **Left**, **Right**, □, **Up**, **Down**, ○, **Up**
High-speed traffic—**Up**, **Down**, **Left**, **Right**, □, **Right**, ○, **Left**

MEDIEVIL: RESURRECTION

Cheat Menu
At any time during gameplay, press **START** to pause the game, then hold **R** and press **Down**, **Up**, □, △, △, ○, **Down**, **Up**, □, △ while the game is paused. A cheat menu will appear with options to toggle invinciblity on or off and to unlock all weapons. Repeat the code to disable the menu.

MIDNIGHT CLUB 3: DUB EDITION

Cheat Passwords

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following case-sensitive passwords. Entering the password a second time will disable the cheat.
r o a d t r i p—Unlock all cities in Arcade Mode, additional Ordered Races, Circuit Races, additional Autocross and additional Track races
o n t h e r o a d—Vehicle takes no damage
h y p e r a g r o—Increase car weight in Arcade Mode
t r y t h i s a t h o m e—Player has flaming head
g e t h e a d j—Player's head is a blue globe
g e t h e a d k—Player's head is a pumpkin
g e t h e a d l—Player has rabbit ears
g e t h e a d m—Player has snowman's head
g e t h e a d n—Player's head is a white blob
h a v e y o u s e e n t h i s b o y—Player wears a black suit

NASCAR

Cheat Codes
Enter any of the following case-sensitive names as your driver's first and last name in Fight to the Top mode to activate the corresponding cheat:
GiveMe More—Start with $10,000,000 in the bank in Fight to the Top mode
Outta MyWay—Start with 2,000,000 Prestige points and Level 10 Prestige in Fight to the Top mode
AllBow ToMe—Start with 10,000,000 fans and Rank 1 Popularity in Fight to the Top mode
ItsAll ForMe—Unlock all Chase Plates in Fight to the Top mode

NEOPETS PETPET ADVENTURES THE WAND OF WISHING

Start With Five Chocolate Doglefox Bars
At the name entry screen, enter treat4u as your player's name. You will hear a confirmation sound and the entered name will default back to "Player1." Enter any name you choose and begin a new game, then check your inventory for the chocolate.

PAC-MAN WORLD 3

Unlock All Levels
At the main menu, quickly press **Left**, **Right**, **Left**, **Right**, ○, **Up**. A message will appear to confirm the code if you've entered it quickly enough.

PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

Cheat Codes
Enter these codes at any time during gameplay:
Restore health—△, ○, △, ○, △, ○, ○, ×
God mode—△, ○, ○, △, △, □, ×, ×
One-hit kills—△, ○, ○, △, △, □, □, □
Unlock "The Kraken" level—○, ○, ○, △, △, △, □, □
Unlock all stages—○, ○, △, △, ○
Unlock all Treasure Arenas—○, ○, ○, △, △, △, ×, ×
Unlock all Power Moves/Unlimited Power Moves—△, △, △, □, □, ×, ○, ○

SPIDER-MAN 2

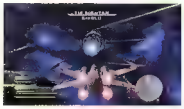
Cheat Passwords
Select "Options" from the main menu, then choose "Specials." Now select "Cheats" and enter any of the following codes:
N E R G E T S—Invincibility
F I L L M E U P—Infinite webbing
M Y H E R O—Unlock all special moves
W A R P U L O N—Unlock all levels
P O P P Y C O R N—Unlock all movies
S H U T T—Unlock all production art
F R Z F R A M E—Unlock storyboard viewer
S P I D E Y M A N—Tiny Spider-Man
H E A V Y H E A D—Spidey has a big head and feet
B A H L O O N I E—Enemies have big heads and feet

SPONGEBOB'S TRUTH OR SQUARE

Cheat Codes
In Spongebob's house, find the conch shell phone on the end table near the sofa and press × to access the cheat code entry screen. Now you can enter the following codes:
2 6 2 6—All costumes unlocked
3 1 4 1—50,000 Happiness points

STAR WARS: BATTLEFRONT II

Cheat Codes



At any time during gameplay in Galactic Conquest or Instant Action modes, press **START** to pause the game and enter any of the following codes:
Infinite ammo—**Up**, **Down**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, **Left**, **Down**, **Down**, **Down**, **Left**, **Right**
Invincibility—**Up**, **Up**, **Up**, **Left**, **Down**, **Down**, **Down**, **Left**, **Up**, **Up**, **Up**, **Left**, **Right**

THRILLVILLE

While inside of any amusement park, enter any of the following codes for the desired cheat.
Earn $50,000—□, ○, △, □, ○, △, ×
Unlock all Carnival Rides, Coasters, Race Tracks, Games and Stalls in the current park—□, ○, △, □, ○, △, △
Unlock all parks—□, ○, △, □, ○, △, □

VIRTUA TENNIS 3

Cheat Codes
Enter these codes at the game mode select screen:
Unlock all courts—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**
Unlock all gear—**Left**, **Right**, ○, **Left**, **Right**, ○, **Up**, **Down**
Unlock Duke and King—**Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **L**, **R**

VIRTUA TENNIS: WORLD TOUR

Cheat Codes
At the main menu, hold the **L** button and enter any of the following codes:
Unlock all stadiums in Exhibition mode—**Up**, **Down**, **Left**, **Right**, □, □, □
Unlock the King & Queen in Exhibition and Tournament modes—**Up**, **Down**, **Up**, **Down**, □, △, □
Begin World Tour mode with $1,000,000—**Up**, **Down**, **Left**, **Down**, △, △, △
Earn $2,000 every week in World Tour mode—**Up**, **Down**, **Right**, **Down**, △, □, △
Being World Tour mode ranked #1— **Left**, **Right**, **Down**, **Up**, □, □, △
Unlock all racquets and clothing in World Tour mode—**Right**, **Left**, **Right**, **Right**, **Up**, **Up**, **Up**

WALL•E

Secret Codes
Choose "Cheats" from the main menu, then highlight one of the "Secret Code" slots and press × to enter the corresponding code:
BOTOFWAR—Secret Code 1: Kills (or stuns) everything within range of WALL•E
STEALTHARMOR—Secret Code 2: WALL•E can move undetected and unnoticed by any enemy
RAINBOWLASER—Secret Code 3: WALL•E's Laser switches from one color to another continuously
EXPLOSIVEWORLD—Secret Code 4: All the Cubes are Explosive Cubes
GLOWINTHEDARK—Secret Code 5: WALL•E lights dark areas
BOTOFMYSTERY—Secret Code 6. WALL•E wears Ski goggles
GOLDENTRACKS—Secret Code 7: WALL•E has golden tracks

WRC: FIA WORLD RALLY CHAMPIONSHIP

Cheat Passwords
When starting a new game, enter any of the following names at the "Profile" screen to unlock the desired cheat.
U G L Y M U G S—Unlock extra avatars
A I T R I A L—Enable time trial ghost cars
D O V E C A M—Enable bird's eye camera view
M A X P O W E R—Enable supercharger
S P O O K Y—Enable ghost car
R E V E R S E—Reverse controls
P A D L O C K—Unlock everything
B I L L I A R D S—Mystery Code (see Page 94)

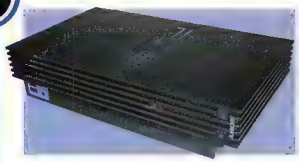
X-MEN LEGENDS II: RISE OF APOCALYPSE

Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press **START** to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.
Unlock all Skills—Press **Left**, **Right**, **Left**, **Right**, **Down**, **Up**, **START** at the Team Management screen
Max. Stats + 98 Skill Points—Press **Up**, **Down**, **Up**, **Down**, **Left**, **Up**, **Left**, **Right**, **START** at the Team Management screen
Unlimited Xtreme Meter –Press **Left**, **Down**, **Right**, **Down**, **Up**, **Up**, **Down**, **Up**, **START** at the Team Management screen (or during gameplay)
Earn 100,000 Tech Bits—Press **Up**, **Up**, **Up**, **Down**, **Right**, **Right**, **START** at the Equipment menu
Super speed—Press **Up**, **Up**, **Up**, **Down**, **Up**, **Down**, **START** at the Pause menu (can also be entered during gameplay)
Unlock all characters—Press **Right**, **Left**, **Left**, **Right**, **Up**, **Up**, **Up**, **START** at the Team Management screen
Unlock all Skins—Press **Down**, **Up**, **Left**, **Right**, **Up**, **Up**, **START** at the Team Management screen
Unlock all Comics—Press **Right**, **Left**, **Left**, **Right**, **Up**, **Up**, **Right**, **START** at the Review menu
Unlock all Concepts—Press **Left**, **Right**, **Left**, **Right**, **Up**, **Up**, **Down**, **START** at the Review menu
Unlock all Cinematics—Press **Left**, **Right**, **Right**, **Left**, **Down**, **Down**, **Left**, **START** at the Review menu
Unlock all Screens—Press **Right**, **Left**, **Right**, **Left**, **Up**, **Up**, **Down**, **START** at the Review menu
Unlock all Danger Room modes—Press **Right**, **Left**, **Right**, **Left**, **Up**, **Down**, **Up**, **Down**, **START** at the main menu

YU-GI-OH! GX TAG FORCE

Unlock Additional Booster Pack
While in Story Mode, go to the main map and choose the "Duel Academy" location, then choose the Store. Approach the counter and talk to Sadie (the clerk selling Booster Packs), then press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ×, ○ at the Pack Purchase menu. You will hear a sound to confirm the code and a new Booster Pack will appear for purchase.



PlayStation 2 tips

24: THE GAME

Cheat Codes

Hold **L1** + **L2** + **R1** + **R2** at the main menu for ten seconds; a blue dialogue box labeled "Security Clearance" will appear, allowing you to enter the following codes. Hold the × button and press **Left** or **Right** on the D-pad to scroll through letters and numbers. After you enter the code, press □. If the code is valid, it will light up yellow. The codes for all levels and bonuses will only work if you have save data from the game on your memory card. The levels and bonuses can be accessed from the box labeled "Previously on *24*" on the main menu.

6 6 B A U E R—Invulnerability
6 2 A L M E I D A—Infinite ammo
7 2 D E S S L E R—All levels
5 4 P A L M E R—All bonuses

ARMY MEN: RTS

Secret Codes

Enter the following codes at any time during gameplay. As you enter each code correctly, you'll hear a special sound effect when you release the **R2** button.

2,000 Electricity—Hold **R2** and press △, □, ○, ×, △, ×
5,000 Plastic—Hold **R2** and press △, ○, □, ×, △, □
Alternate team colors—Hold **R2** and press □, △, □, □, ×, ○
Super soldiers—Hold **R2** and press □, □, ×, △, ×, □
Super enemy soldiers—Hold **R2** and press △, △, ×, □, △, △
Paratroopers—Hold **R2** and press ○, □, ○, □, △, △
Extra resources for dump trucks—Hold **R2** and press □, □, □, △, ○, ×

BEN 10 ULTIMATE ALIEN: COSMIC DESTRUCTION

Cheat Codes

Select "Cheats" from the pause menu and enter any of the following codes:

e n e r g y—Enable energy regeneration
h e a l t h—Enable health regeneration
l e v e l s—Unlock all levels
c l a s s i c—Four Arms unlocked
p r i m u s—Rath unlocked
u p g r a d e—Max. upgrades
c a s h—1,000,000 DNA
h a r d—Enable Hard Mode

BOLT

Cheat Codes

Choose "Extras" from the main menu, then select "Cheats" and enter any of the following codes:

Unlock all game levels—**Right, Up, Left, Right, Up, Right**
Unlock all minigames—**Right, Up, Right, Right**
Unlimited invulnerability—**Down, Down, Up, Left**
Unlimited Laser Eyes—**Left, Left, Up, Right**
Unlimited Stealth Camo—**Left, Down, Down, Down**
Unlimited Enhanced Vision—**Left, Right, Up, Down**
Unlimited gas mines—**Right, Left, Left, Up, Down, Right**
Unlimited Superbark—**Right, Left, Left, Up, Down, Up**
Unlimited Ground Pound—**Right, Up, Right, Up, Left, Down**

CARS: RACE-O-RAMA

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

S L V R K E Y—Unlock all Arcade Mode events
G O L D K E Y—Unlock all Story Mode events
E V R Y B D Y—Unlock all of Lightning McQueen's friends
G R 8 M O D S—Unlock all of Lightning McQueen's Custom Kit Parts
C A R S H O W—Unlock all Paint Jobs for all non-Lightning McQueen characters

DYNASTY WARRIORS 3

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each code correctly.

Unlock all Free Mode stages—**R1, R2, L2, L1**, □, **L1, L2, R2, R1**, △
Unlock all movies in Movie Gallery—△, **L1**, △, **R1**, △, □, **L2**, □, **R2**, □
Unlock "Opening" item in Options—**R1**, □, **R1**, △, **R1, L1**, □, **L1**, △, **L1**
Unlock all Sound Test BGMs—**L1, L1, R1, R1, L2, L2, R2, R2**, □, △
Unlock all Shu characters—**L1**, □, △, **R2, L1, L2, L2, R1**, □, **L1**
Unlock all Wu characters—△, △, **L1**, □, **R1, R2, L1, L2, L2, L2**
Unlock all Wei characters—**L2, L1**, □, △, **L1, L2, R1, R2, L1, L2**
Unlock all characters—**R2, R2, R2, L1**, △, **L2, L2, L2, R1**, □

FULL SPECTRUM WARRIOR: TEN HAMMERS

Unlock All Single Player Missions

Choose "Bonus Material" from the main menu, then select "Cheats." Enter the password FULLSPECTRUMPWNAGE and exit the menu. Choose "Single Player Campaign," then select "Restart" to pick any level.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Secret Cheat Codes

Enter the following cheat codes at any time during the game (not while paused):Full health—**L1, R1**, ×, **L1, R1**, □, **L1, R1**
Full armor—**L1, R1**, ○, **L1, R1**, ×, **L1, R1**
Earn $250,000—**L1, R1**, △, **L1, R1**, ○, **L1, R1**
Weapons Set 1—**Up**, □, □, **Down, Left**, □, □, **Right**
Weapons Set 2—**Up**, ○, ○, **Down, Left**, ○, ○, **Right**
Weapons Set 3—**Up**, ×, ×, **Down, Left**, ×, ×, **Right**
Lock "Wanted" level at 0—**L1, L1**, △, **R1, R1**, ×, □, ○
Big heads—**Down, Down, Down**, ○, ○, ×, **L1, R1**

GRAND THEFT AUTO: SAN ANDREAS

Cheat Codes

Enter the following cheat codes at any time during the game (but not while paused):

Full health, body armor + $250,000, repair vehicle damage—**R1, R2, L1**, ×, **Left, Down, Right, Up, Left, Down, Right, Up**
Weapons Set 1—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**
Weapons Set 2—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left**
Weapons Set 3—**R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down**
Unlimited ammunition—**L1, R1**, □, **R1, Left, R2, R1, Left**, □, **Down, L1, L1**
"Wanted" level 0—**R1, R1**, ○, **R2, Up, Down, Up, Down, Up, Down**
Lock "Wanted" level at the current number of stars—○, **Right**, ○, **Right, Left**, □, △, **Up**
Super punching ability—**Up, Left**, ×, △, **R1**, ○, ○, ○, **L2**
Super high jump ability—**Up, Up**, △, △, **Up, Up, Left, Right**, □, **R2, R2**
Infinite lung capacity (never drown)—**Down, Left, L1, Down, Down, R2, Down, L2, Down**
CJ never gets hungry—□, **L2, R1**, △, **Up**, □, **L2, Up**, ×
Maximum weapon skills—**Down**, □, ×, **Left, R1, R2, Left, Down, Down, L1, L1, L1**
Maximum vehicle skills—□, **L2**, ×, **R1, L2, L2, Left, R1, Right, L1, L1, L1**
Maximum respect—**L1, R1**, △, **Down, R2**, ×, **L1, Up, L2, L2, L1, L1**
Maximum muscle—△, **Up, Up, Left, Right**, □, ○, **Left**
Maximum fat—△, **Up, Up, Left, Right**, □, ○, **Down**
Minimum muscle and fat—△, **Up, Up, Left, Right**, □, ○, **Right**
Maximum sex appeal—○, △, △, **Up**, ○, **R1, L2, Up**, △, **L1, L1, L1**
Cars can drive over water—**Right, R2**, ○, **R1, L2**, □, **R1, R2**
Jetpack appears—**Left, Right, L1, L2, R1, R2, Up, Down, Left, Right**
Parachute appears—**Left, Right, L1, L2, R1, R2, R2, Up, Down, Right, L1** (press ○ to open the parachute when falling)

HALF-LIFE

Cheat Codes

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

Xen gravity—**Up**, △, **Down**, ×, **Up**, △, **Down**, ×
Invincibility—**Left**, □, **Up**, △, **Right**, ○, **Down**, ×
Infinite ammo—**Down**, ×, **Left**, ○, **Down**, ×, **Left**, ○
Invisibility—**Left**, □, **Right**, ○, **Left**, □, **Right**, ○
Slow motion—**Right**, □, **Up**, △, **Right**, □, **Up**, △
Alien mode—**Up**, △, **Up**, △, **Up**, △, **Up**, △

JUICED

Cheat Code

Select "Extras" from the main menu, then select "Cheats." Enter the code "PINT" to unlock all cars and tracks in Custom Mode and all cars and Series races in Arcade Mode.

THE LORD OF THE RINGS THE RETURN OF THE KING

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold **L1** + **L2** + **R1** + **R2** and enter any of the following codes:

Unlock Faramir—×, ×, △, △
Unlock Frodo—△, ○, ○, ○ or ○, □, □, ×

Unlock Merry—X, **Down, Down,** X
Unlock Pippin—△, O, X, O
Unlock All Actor's Videos—X, □, X, **Up**
The following codes are character-specific; enter the code that corresponds to the character you're controlling.
• **1,000 experience points**
Aragorn—**Up,** □, △, X
Faramir—□, △, **Up,** □
Frodo—**Down,** △, **Up, Down**
Gandalf—O, △, **Up, Down**
Gimli—O, O, △, X
Legolas—X, △, **Up,** X
Merry—**Down, Down,** □, X
Pippin—△, X, □, X
Sam—△, X, **Down,** X
• **Unlock all skills up through Level 8 for purchase**
Aragorn—**Up,** □, △, **Up**
Faramir—O, **Down. Down, Down**
Frodo—O, O, **Down, Down**
Gandalf—O, □, **Down, Down**
Gimli—X, O, **Down,** □
Legolas—□, **Up, Up, Down**
Merry—**Down,** △, X, □
Pippin—□, **Up, Up,** O
Sam—O, O, △, △
• **Earn all special abilities**
Aragorn—**Down,** O, △, △
Faramir—**Up,** □, O, **Up**
Frodo—△, X, **Down,** X
Gandalf—**Up, Down,** △, O
Gimli—O, □, X, O
Legolas—△, O, X, O
Merry—**Up,** △, O, O
Pippin—□, X, O, △
Sam—**Up,** O, X, O
• **Restore missiles**
Aragorn—△, □, □, △
Faramir—△, **Up,** X, X
Frodo—△, △, △, O
Gandalf—△, **Down,** X, □
Gimli—O, O, O, X
Legolas—△, △, △, **Down**
Merry—□, O, O, △
Pippin—**Up,** O, **Down,** □
Sam—X, X, O, X
• **Purchase all normal 3-hit combos** (note: you will not be able to use some combos until your character achieves the specific level of the combo)
Aragorn—□, **Down,** O, **Up**
Faramir—□, △, **Up,** △
Frodo—□, **Down,** △, □
Gandalf—**Down,** X, △, **Down**
Gimli—**Up,** □, O, □
Legolas—□, △, △, O
Merry—△, **Up,** X, △
Pippin—**Up, Up,** □, O
Sam—□, X, O, □
• **Purchase all normal 4-hit combos** (see note above)
Aragorn—**Up,** □, △, **Down**
Faramir—X, □, **Up,** X
Frodo—**Down,** □, **Down,** O
Gandalf—**Down,** △, **Up,** O
Gimli—△, □, **Up,** X
Legolas—X, O, △, □
Merry—□, X, □, □
Pippin—X, X, **Down,** O
Sam—**Up, Down,** △, △
The following codes are not character-specific, but they will not work unless you have completed the game:
Purchase all upgrades—**Up, Down,** △, □
Always devastating—△, **Up,** △, **Down**
Infinite missiles—□, □, **Down,** O
Invulnerability—□, O, □, **Up**
Perfect mode—O, **Down,** △, X
Targeting indicator mode—**Down,** O, **Up,** □
Restore health—□, □, O, O

MARVEL ULTIMATE ALLIANCE 2

Cheat Codes
Enter any of the following codes at the Hero Details menu
Unlimited Coins—**Up, Up, Down, Down, Up, Up, Up, Down**
All Powers available—**Up, Up, Down, Down, Left, Right, Right, Left**
All characters are Level 99—**Down, Up, Left, Up, Right, Up, Left, Down**
Unlimited Fusion—**Down, Up, Up, Down, Down, Left, Right, Down**

MISTER MOSQUITO

Kaneyo Mosquito
At the main menu, hold **L1** and quickly press **Up, Right, Left, Down,** □, □, **R1, R1, R1.** If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen.
Kenichi Mosquito
This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold **L2** and quickly press **Up, Right, Left, Down,** □, □, **R2, R2, R2.** If you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen.
Hidden Game
At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

NBA 2K11

Secret Code
Choose "Features" from the main menu, then select "Codes" and enter the following code:
payrespect—Unlock ABA ball

OUTLAW VOLLEYBALL REMIXED

Cheat Codes
Enter the following codes at any time during gameplay (not while paused):
Characters have big heads in Exhibition, Random Play and Tour Modes—Hold **L1** and press O, X, O, △
Female characters are well-endowed in Exhibition, Random Play and Tour modes—Hold **L1** and press O, **Up, Up,** O, △
Max out Turbo meter in Exhibition and Random Play—Hold **L1** and press **Left, Right, Down, R1**
Earn a Beating Token in Exhibition—Hold **L1** and press **L2, L2, L2**
Drop a Time Bomb on the opponent's side in Exhibition and Random Play—Hold **L1** and press X, O, O, △, □ + X
Secret Court
At the "Choose a Court" screen, hold **R1** and press □, □, □, □, □, □, △, △, △, △, △, △, **L2, L2, L2, L2, L2, L2** to unlock The Pit of Hell in Exhibition mode.

PSYCHONAUTS

Cheat Codes

At any time during the game, hold **L1 + R1** and quickly enter any of the following codes. If you're fast enough, you'll hear Ford Cruller say, "You cheated!" to confirm each code.
Invincibility—O, **R2,** O, O, △, **L2**
Unlimited lives—**L3, R2, R2,** O, X, **R3**
Infinite ammo—**R3,** X, **L3, L3,** △, O (Note: The effects of this code won't be apparent until after you earn the PSI-Blast Merit Badge)
All Camp Store items except Psi-Ball Colorizer and Dream Fluffs—**R3,** O, **R2, R2, L3,** △
All PSI-Power Merit Badges—O, O, △, **R2, L3,** △
Max. PSI-Rank and all PSI-powers earned by ranking up—**L3, R3, L3, R2,** O, **R2** (Note: You still need to get Merit Badges in order to use the powers)
Lots of Arrowheads—X, **R3, R3, R2,** △, □

RISE OF THE KASAI

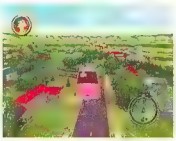
Cheat Codes

Enter any of the following codes at the title screen; you'll hear a sound to confirm each time you enter a code correctly. Once the codes have been entered, you can toggle the cheats on and off by selecting "Cheats" from the Extras menu.
Invincibility—□, O, X, □, O, □, X, O, X, □, O, X
Unlimited ammo—X, O, □, □, X, □, O, O, X, □, □, X
Super Player—X, X, X, X, □, □, □, □, O, O, O, O
Wimpy enemies—X, O, O, □, X, □, □, O
Tough enemies—X, O, □, □, X, □, O, O, X, O, O, X
Arena AI off—X, O, O, O, X, □, □, □, X, O, □, X

SEEK AND DESTROY

Secret Passwords
After clearing the first mission, reenter the town of Rivageders and look for a suspicious-looking purple-colored tank across from the heliport. Approach it and press O to speak to it; it will ask if you know the secret word. Now enter any of the following passwords to earn the corresponding prize:
K W N O H I R O—1,000 Gold
G S A S I N R I—AirGatling weapon
K K H W E E E E—Bound Bomb weapon
O D G R I T R O—Grand Flag

THE SIMPSONS: HIT & RUN

Cheat Codes

Choose "Options" from the main menu, then hold **L1 + R1** at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:
Invincibility—△, X, △, X
Unlimited top speed—□, □, □, □
Fast acceleration—△, △, △, △
Press horn to make vehicle jump—□, □, □, △
Destroy vehicles with one hit—△, △, □, □
Enable speedometer—△, △, O, □
Replace secret vehicle in each mission with Red Brick Car—O, O, △, □
"Trippy" graphics mode—△, O, △, O
Unlock all reward vehicles from current level—X, O, X, O (note: this code will not work until you have completed all of the game's missions)
Play Kang & Kodos dialogue during credits—X, □, □, △ (choose "View Credits" from the Options menu)
Show graphic wireframes—O, X, O, △
Extra camera angles—O, O, O, X
With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The left analog stick aims the camera, but if you push it in (**L3**), you can also use it to move the camera's position. Note that the Debug Camera may not work unless you have a DualShock 2-compatible analog controller plugged in as Controller 2 when you turn on the PlayStation 2.

SPIDER-MAN: FRIEND OR FOE

Cheat Codes

Enter the following codes while standing in the Helicarrier (not while paused):

Earn 5,000 Tech Tokens—**Up, Up, Down, Down, Left, Right**

Unlock Venom—**Left, Left, Right, Up, Down, Down**

Unlock New Goblin—**Left, Down, Right, Right, Down, Left**

Unlock Sandman—**Right, Right, Right, Up, Down, Left**

STAR WARS: BATTLEFRONT II

Cheat Codes

At any time during gameplay in Galactic Conquest or Instant Action modes, press **START** to pause the game, then enter any of the following codes:

Infinite ammo—**Up, Down, Left, Down, Down, Left, Down, Down, Left, Down, Down, Down, Left, Right**

Invincibility—**Up, Up, Up, Left, Down, Down, Down, Left, Up, Up, Up, Left, Right**

Disable HUD—**Up, Up, Up, Up, Left, Up, Up, Down, Left, Down, Up, Up, Left, Right**

Low-res character models—**Down, Down, Down, Up, Up, Left, Down, Down, Down, Down, Down, Left, Up, Up, Up, Left, Right**

Alternate sound effects—**Up, Up, Up, Left, Up, Down, Up, Up, Left, Down, Down, Down, Left, Up, Down, Down, Left, Right**

Change wampa attacks to comic blurbs—**Up, Down, Left, Down, Left, Right**

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THRILLVILLE

Cheat Codes

While inside of any amusement park, enter any of the following codes for the desired cheat.

Earn $50,000—□, ○, △, □, ○, △, ✕

Unlock all Carnival Rides, Coasters, Race Tracks, Games and Stalls in the current park—□, ○, △, □, ○, △, △

Unlock all parks—□, ○, △, □, ○, △, □

ULTIMATE SPIDER-MAN

Cheat Codes

At any time during the game, press **START** to pause, select "Options" from the Game paused menu, then choose "Controller Setup." Enter any of the following codes at the controller setup screen; you'll hear a sound to confirm each time you enter a code correctly.

Unlock all characters—**Right, Down, Right, Down, Left, Up, Left, Right**

Unlock all covers—**Left, Left, Right, Left, Up, Left, Left, Down**

Unlock all concept art—**Down, Down, Down, Up, Down, Up, Left, Left**

Unlock all landmarks—**Up, Right, Down, Left, Down, Up, Right, Left**

VIEWTIFUL JOE

Unlock All Characters and Additional Difficulty Settings

At the main menu, press **L1, R1, L1, R1, Up, Down, Left, Right,** △, ○. You will hear a confirmation sound if you have entered the code correctly.

WRATH UNLEASHED

Secret Codes

Enter the following codes at the title screen (where the words "Press Start Button" appear); you'll hear a sound and the screen will flash to confirm each time you enter a code correctly:

Large Characters on Map—**Left,** □, **Up,** ○, **Right,** △, **Down,** △

Increase Health and Speed in Versus/Team Fighter Mode—**Down, Down, Up, Down, Left, Right, Down, Up, Up, Up, Up, Right, Left,** □

X-MEN LEGENDS II: RISE OF APOCALYPSE

Cheat Codes

Enter each of the following codes at the menu screen indicated. For each code, you should hear a scraping sound when you enter the second-to-last button in the code, and you should hear a beep when you press **START** to complete the code. If you don't hear the scraping sound or the beep, exit and return to the menu where the code is entered, then enter the code before you have pressed any other buttons at that particular menu.

Unlock all Skills—Press **Left, Right, Left, Right, Down, Up, START** at the Team Management screen

Max. Stats + 98 Skill Points—Press **Up, Down, Up, Down, Left, Up, Left, Right, START** at the Team Management screen

Unlimited Xtreme Meter—Press **Left, Down, Right, Down, Up, Up, Down, Up, START** at the Team Management screen or during gameplay

Earn 100,000 Tech Bits—Press **Up, Up, Up, Down, Right, Right, START** at the Equipment menu

Super speed—Press **Up, Up, Up, Down, Up, Down, START** at the Pause menu or during gameplay

Unlock all characters—Press **Right, Left, Left, Right, Up, Up, Up, START** at the Team Management screen

Unlock all Skins—Press **Down, Up, Left, Right, Up, Up, START** at the Team Management screen

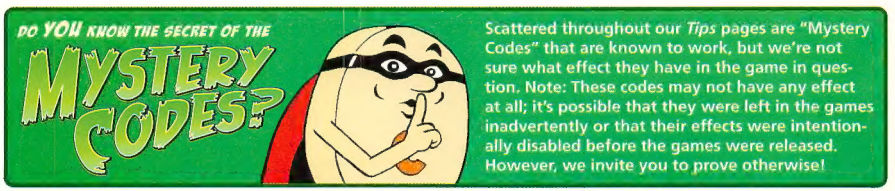
Unlock all Comics—Press **Right, Left, Left, Right, Up, Up, Right, START** at the Review menu

Unlock all Concepts—Press **Left, Right, Left, Right, Up, Up, Down, START** at the Review menu

Unlock all Cinematics—Press **Left, Right, Right, Left, Down, Down, Left, START** at the Review menu

Unlock all Screens—Press **Right, Left, Right, Left, Up, Up, Down, START** at the Review menu

Unlock all Danger Room modes—Press **Right, Left, Right, Left, Up, Down, Up, Down, START** at the main menu


DO YOU KNOW THE SECRET OF THE
MYSTERY CODES?
Scattered throughout our *Tips* pages are "Mystery Codes" that are known to work, but we're not sure what effect they have in the game in question. Note: These codes may not have any effect at all; it's possible that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise!

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